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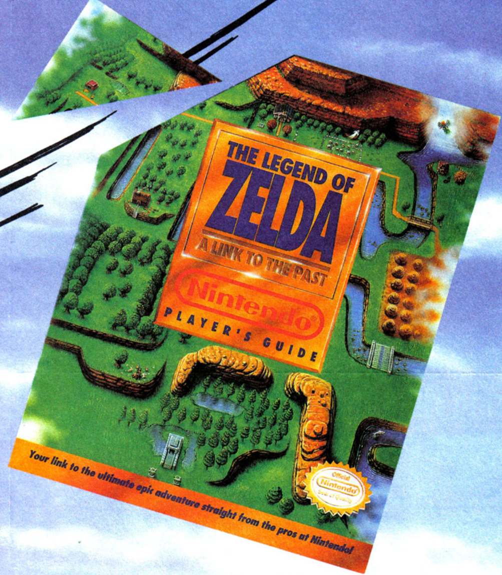
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AUGUST 1992

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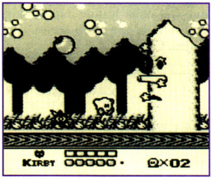

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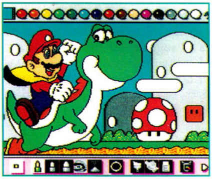

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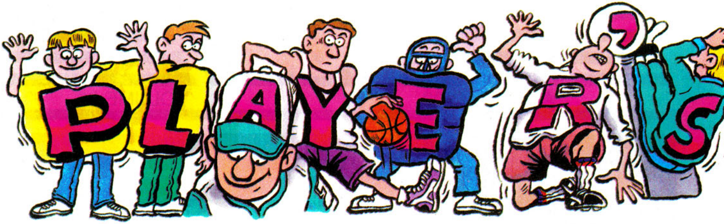

I am writing with a suggestion. After my son Ryan's gift list added the Super NES to our lives and my brother-in-law renewed our subscription to Nintendo Power, I became a very lonely mother. When I ask my son what's new I get "I don't know what you call it: a green amphibian with warts .. I got it!" Dinner is done, dad and son are in front of the tube, the Nintendo's on, the yelling's begun and mom's asking "How are you??!!" If you could come out with a game "Mom on the Loose" or "See Mom Burn Dinner" or "Have You Hugged Your Mom Today?" it might put some ideas in their heads. If not, could you please tell Richard, Uncle Steve and Ryan Bahney "Hi, from Mom" in your letter column? Thank you!

Bonnie Bahney
Huntsville, AL

Yo! Ryan, Richard and Steve! Mom says "Hi!"

This year I received a Game Boy and I thought it was for me to use! As soon as my grandparents saw it, they couldn't put it down. I finally managed to get it away from them. From now on whenever my grandparents visit, I think I'm going to hide my Game Boy.

Shannon Webb
Richmond, BC

MOM'S RULES OR MOM RULES?

My mom is king over the family's NES. She plays Dr. Mario and Tetris. This is bad enough, but the NES is in MY ROOM! She plays games in here every night. Hope I can STOP her!

Toby Swidher
McComb, OH

Feeling lucky, Toby? Challenge her to a game; winner gets the room!

ADVICE FROM VIV:

My friend, Sue, and I are Nintendoites, sometimes playing into the wee hours of the morning. Anytime we want to travel the lands of Hyrule, explore Alefgard or battle our way to the Temple of Fiends, we surround ourselves with our favorite foods and play to our hearts' content. Sounds like we have understanding parents, right? WRONG! We're grandparents; Nintendo Nannas. We think there are many more of us in the Nintendo underground who don't know how to respond to the raised eyebrows of peers. We survived the suspicious glances, tongue clicking and headwagging disapproval of coworkers and friends. We hung in there and defended our right to have fun. We did it and so can you!

Nintendo Nannas
Viv and Sue
Tacoma, WA

I am 53 years old and started playing after buying my teenager a system. I decided to try Zelda and finished it that night. I was hooked! I subscribed to Nintendo Power magazine to aid my playing. I'm becoming disappointed because you never feature mindteasing games such as the Lolo series and Uninvited. CATER TO US!

Mildred Durham
Knoxville, TN

It's time you establish a Senior's Division. Until you do I lay claim to being the oldest man alive who has completed both quests of the Legend of Zelda, The Adventure of Link, Final Fantasy, Crystalis and StarTropics. I play by the following rules: I accept no hints or suggestions from any source and I make my own maps. After I finish, I consult Nintendo Power magazine to see what I've missed. I'm looking forward to the holidays so I can buy my son a Super NES and prevent him from using it!

Robert C. Briggs III
Cookeville, TN

So, how old are you?

You've heard bits and pieces about Nintendo's upcoming CD accessory for the Super NES. What else would you like to know about it? Write us and we'll try to answer all of your questions.

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THEY TOOK A RIDE ON A VOLCANO!

The winners of our Mountain Biking Player's Poll Contest, Kathryn and Jesse Bennett, survived their ride down the towering Haleakala volcano on Maui.

Kathryn Bennett, a Du Bois, PA resident was chosen as the Grand Prize winner of the October '91 Player's Poll Contest. Kathryn and her husband, Jesse, flew to Hawaii with a member of the Nintendo Power staff for an extended weekend last March. Brand new mountain bikes and helmets were given to the family as part of the prize package. The Haleakala Volcano was chosen as the site for the mountainbiking expedition. The riders descended more than 10,000 feet in less than 38 miles. Watching the sun rise from the top of the volcano was definitely something to remember.

EDITOR'S CORNER

The Super NES has been out for about a year now. It's been a fantastic year! Two new and exciting accessories have been introduced: the Super Scope 6 and with the Mario Paint cartridge, the Super NES Mouse. The Mouse gives the Super NES more of a "personal computer" feel. It's really fun! A multitude of licensee companies are burning the midnight oil in order to produce the absolute best software available for any game system, including titles for the new CD system. This past year, we've seen the library of Super NES games grow to over 65 titles. Don't think for a moment that it's going to stop there! Look for the Super NES to dominate in its sophomore year and beyond.

Gail Tilden
Editor in Chief

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GARGOYLE'S QUEST II™

The King of Destruction is waging war on the creatures of the Ghoul Realm in this awesome follow-up to Capcom's Gargoyle's Quest. Join Firebrand, the fearless Gargoyle, as he searches for a way to restore peace to the land.

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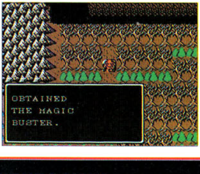
FUELING FIREBRAND'S FURY

MAGIC BUSTER

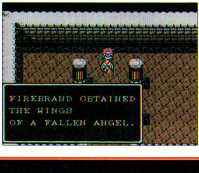
One of the most powerful items that Firebrand must collect in order to complete his journey is the Magic Buster. With this tool, found in the Hinom Woods, Firebrand can clear a passage through solid rocks.



OBTAINED
THE MAGIC
BUSTER.

ANGEL'S WINGS

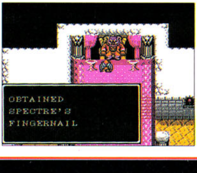
By bringing the Night Drop to Hectate in Gaza Cave, Firebrand will earn the Wings of a fallen Angel. With these Wings, Firebrand can float further than before and continue his journey to the Sittem Desert.



FIREBRAND OBTAINED
THE WINGS
OF A FALLEN ANGEL.

FINGERNAIL

After Firebrand completes his training, King Morock will reward him with the Spectre's Fingernail. The power of the Fingernail will give him strength to jump high and fly far.



OBTAINED
SPECTRE'S
FINGERNAIL

THE GHOUL REALM

The vast Ghoul Realm is a land of many mysteries. Help Firebrand explore the region and stop the destructive force of the Black Light. The numbers on this map correspond with the action scenes detailed in the following pages.

TOPETE

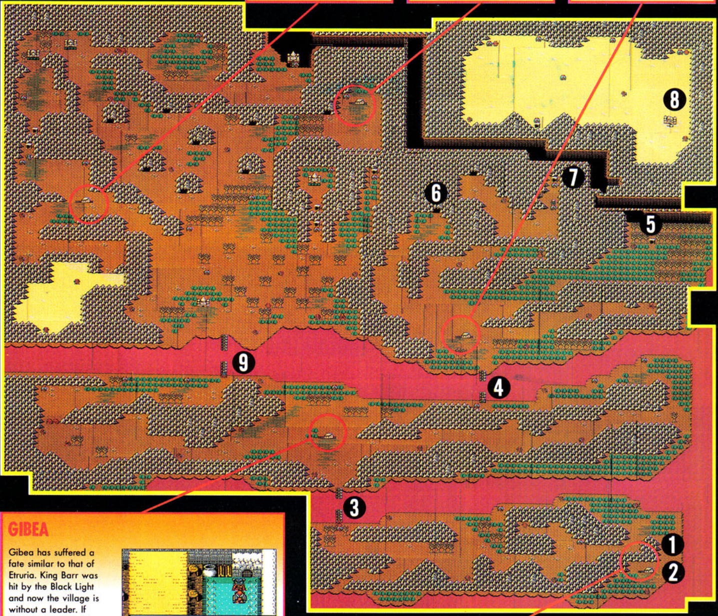
In addition to purchasing the power of the Maelstrom in this ancient village, Firebrand can learn about the mysterious creatures who inhabit the cave to the north and the desert to the south.

LOOSEKEEP

A pair of royal creatures rule over this small village. By uniting their powers, Firebrand can create the item which will give him access to Breager Castle, the source of the evil Black Light.

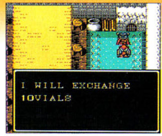
SIDON

Along with a Maelstrom merchant, this village is inhabited by several informants who know about the world around them. Firebrand can learn a lot from these helpful townspeople.

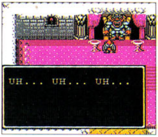


GIBEA

Gibea has suffered a fate similar to that of Etruria. King Barr was hit by the Black Light and now the village is without a leader. If Firebrand can find the Gremlin Stick, the King will be saved. Many of the villagers offer sound advice. In one of the buildings, Firebrand can learn the latest password. In another establishment, he can purchase the Power of Maelstrom for extra life.



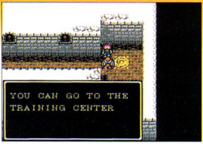
I WILL EXCHANGE
10VIALS



UH... UH... UH...

ETRURIA

The monsters and ghouls of Firebrand's hometown have lived a peaceful existence under King Morock for many years. Now an evil presence threatens that peace. Firebrand must find and extinguish the source of the Black Light. Among Etruria's buildings are a Training Center where young warriors learn to fight and a shop where Vials can be exchanged for the life-giving Power of Maelstrom.



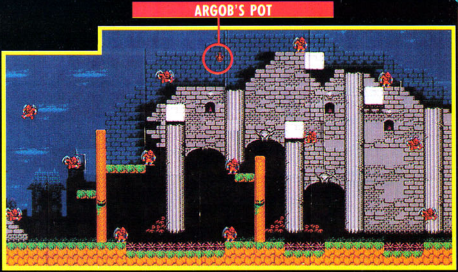
YOU CAN GO TO THE
TRAINING CENTER

FIERCE BATTLES LIE AHEAD

Firebrand's fight for the freedom of the Ghoul Realm takes place in many dangerous locations. Look over the maps on the following pages as you prepare to guide this gallant Gargoyle to victory over the forces that threaten his land.

WELCOME,
FIREBRAND!

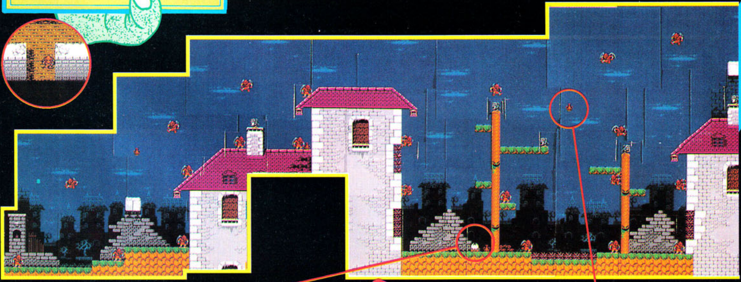
1 TRAINING CENTER



In order to prove himself a worthy warrior, Firebrand must retrieve Argob's Pot from the upper-right area of the Training Center and take it to the King. In exchange for Argob's Pot, Firebrand has been promised the Spectre's Fingernail. This item will increase Firebrand's jumping ability.

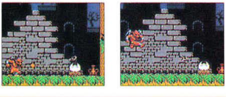
2 ETRURIA CASTLE

Now that he has completed his training, Firebrand has discovered that a Black Light has been cast over the village. Our heroic ghoul must hurry to the castle and stop the creatures who are spreading the light before they cause more damage. It's a tall order for a trainee, but Firebrand is the only hope for the Ghoul Realm.



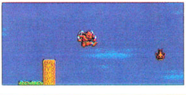
EGG ATTACK

An evil bird hides inside an egg in this area, just to the left of a Red Vial. Jump over the bird's beak as it flies out to hit you. Then jump again and hit the top of the egg with a fireball.



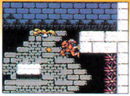
REACH THE RED VIAL

A Red Vial hovers between two tall trees. You can make your way to this prize by jumping from the top of the tree on the left and floating as far as you can. Vials can be exchanged for the Power of Maelstrom in town.



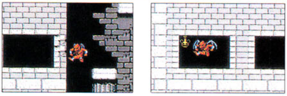
DANGEROUS ASCENT

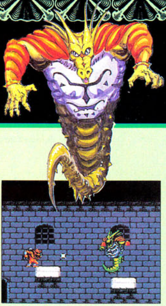
On your way up and over the thorn-lined walls, you'll encounter a pair of frenzied flying creatures. If you're having a hard time hitting them with fireballs, just fly around them and continue your climb.



HIDDEN VIAL

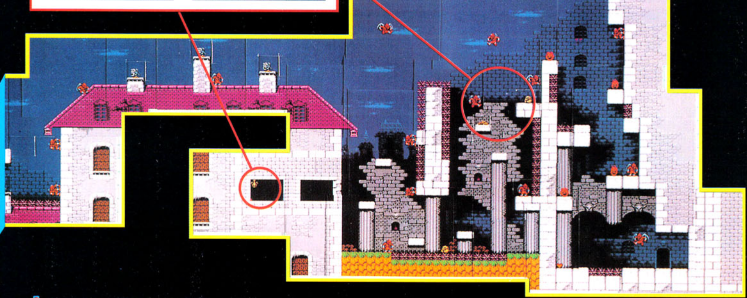
Enter this chamber from a hole in the wall on the right side of the building. Then collect the Yellow Vial for an extended and refilled life meter.

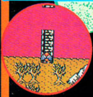




CLEAR THE CASTLE

A serpentine dragon has invaded the castle. Keep your distance from this beast as it flies around, then chamber and hit it with fireballs when you have a clean shot. The dragon attacks with two types of projectiles. If you're quick, you should be able to avoid them easily.



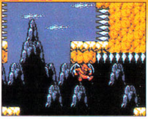


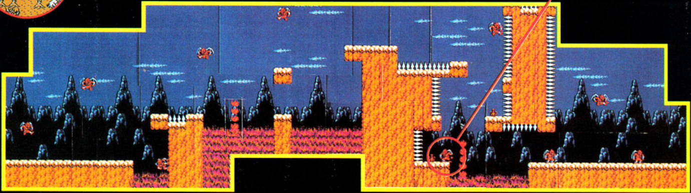
3 FIRE BRIDGE

The only way to travel from Etruria to Gibea is by crossing a burned-out bridge over a fiery river. The flames of the river are deadly. Avoid them at all costs. Once you endure the dangers of the bridge, you can make your way to Gibea and cash in your Red Vials for the Power of Maelstrom.

FLOAT OVER THE FLAMES

The last challenging section of the Fire Bridge features a flaming geyser and a low spiked ceiling. Jump over the geyser and start floating at the peak of your leap. You should reach the ledge easily.



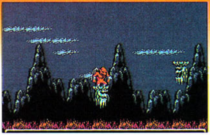


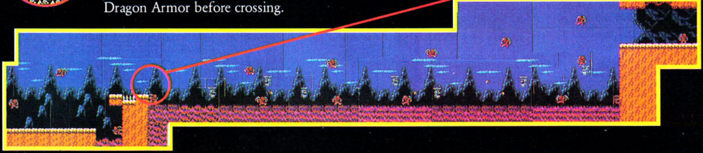
4 ANON'S RIVER

The passage to Sidon is blocked by this river of flames. Firebrand will receive the helpful Dragon Armor before crossing.

CATCH A RIDE

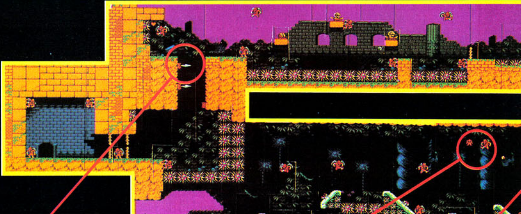
Several flat-headed statues float over Anon's River. If you miss a statue, try to get hit by a projectile for temporary invincibility before you hit the flames. Otherwise, Firebrand will be defeated instantly.

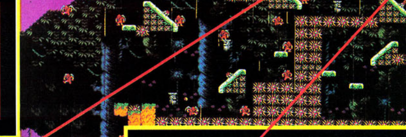




5 HINOM WOODS

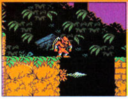
Villagers in Sidon will tell Firebrand of an item called the Night Drop, hidden in the Hinom Woods. Guide him to the lower right, then up and to the left.

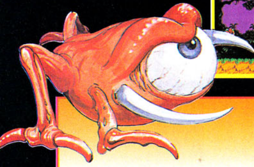




BEWARE OF SHARP STICKS

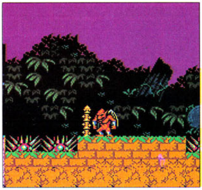
Spears pop out of the rock walls on your approach to the leader of the woods. Proceed cautiously and avoid contact with these dangerous obstacles.





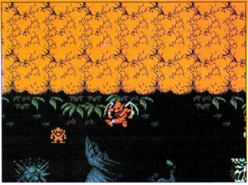
DRIFT OVER DANGER

As you make your way across the top section of the Hinom Woods, you'll see that spears sometimes burst out of the ground with little or no warning. Jump and float to avoid them.



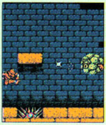
GET A GARGOYLE

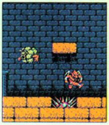
A Gargoyle 1-Up hovers near the top of the first large section of this stage. Approach it from the right side, on a flat-headed statue, then jump and float when the statue is as far to the left as it will go. If you catch it, you'll score an extra life!

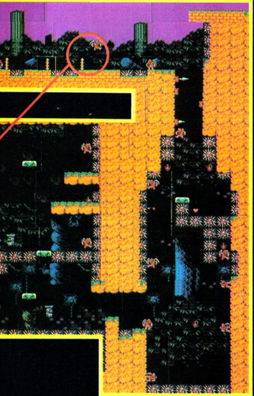


FIGHT OFF THE FISH

The leader of the Hinom Woods is a floating blowfish-like creature. You can beat this beast by staying as far away from it as possible, avoiding the bubbles that it releases and hitting it with fireballs when the time is right. Be careful! The fish will try to pull you in and push you away toward the spiked walls. Don't budge!

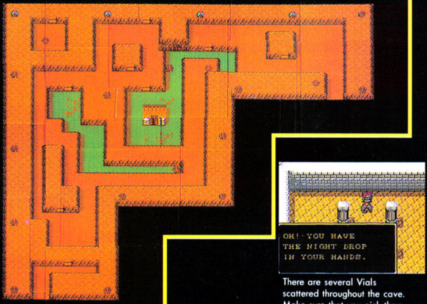






6 GAZA CAVE

Firebrand can exchange the Night Drop for the Candle of Darkness and the Angel's Wings in Hectate's house at the center of this cave.



OH! YOU HAVE
THE NIGHT DROP
IN YOUR HANDS.

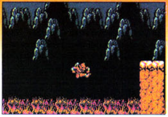
There are several Vials scattered throughout the cave. Make sure that you pick them up and take them to Sidon for the Power of Maelstrom.

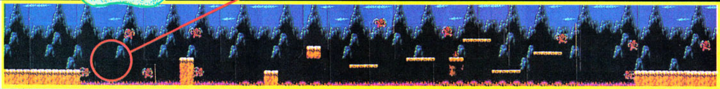
After Firebrand earns the Angel's Wings, he'll have the hang-time required to clear this fire-filled course. Then he can move on to Sittem Castle and search for the precious Gremlin Stick.

7 PASSAGE TO SITTEM

GLIDE OVER THE GAP

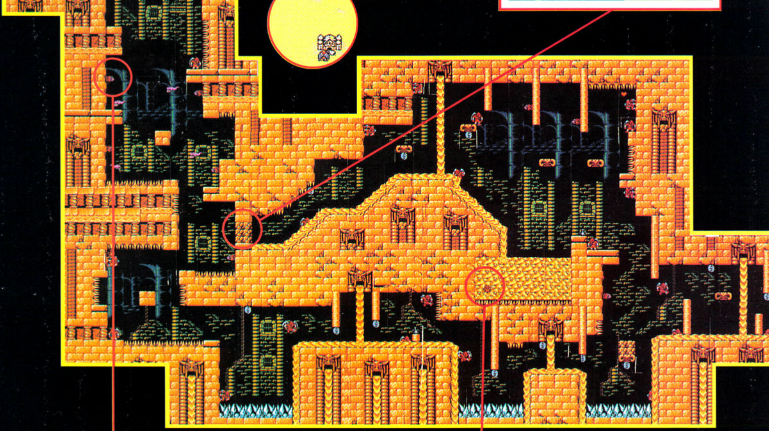
The first gap in this passage is the longest and most difficult to cross. Jump as high as you can, then float for a short distance, drop slightly and float again. You'll float further with this gradual loss of altitude.





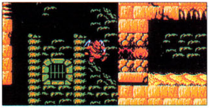
8 SITTEM CASTLE

The Sittem Desert is a hostile land filled with evil creatures, spikes and sand. Firebrand's work will be cut out for him when he attempts to clear the desert's castle and retrieve the Gremlin Stick. The path splits near the middle of the castle. The lower passage is extremely difficult to cross. Guide Firebrand through the upper passage for a safer journey and a chance to collect a 1-Up in the deep sand.



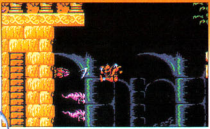
BREAK THE WALL

A rock wall blocks the opening to the upper passage. Break the rocks with the Magic Buster and move on through.



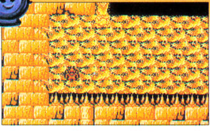
FLOAT AND FIRE

The monster heads on the castle walls release wispy, ghost-like enemies. Hover near these heads and fire on them. After several hits, the ghost heads will disappear and you'll be able to continue your descent unharmed.



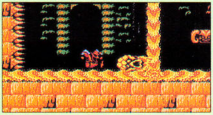
GO BELOW

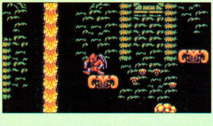
You'll find a 1-Up in the lower-left section of this deep sand pit. Move to the left as you sink and jump quickly to the top after you grab the prize so that you'll avoid the spikes at the bottom of the pit. If you should happen to bite the dust in this castle, you can return to the sand pit and collect the 1-Up again.



SINK THE SQUID

The leader of the castle is, surprisingly, a water creature. This squid-like villain sends out small critters which aim to slow you down as the squid charges. Move quickly out of the way and hit the squid on the run.



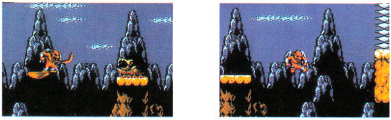


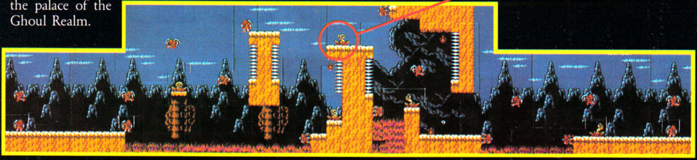
9 ROUTE TO THE PALACE

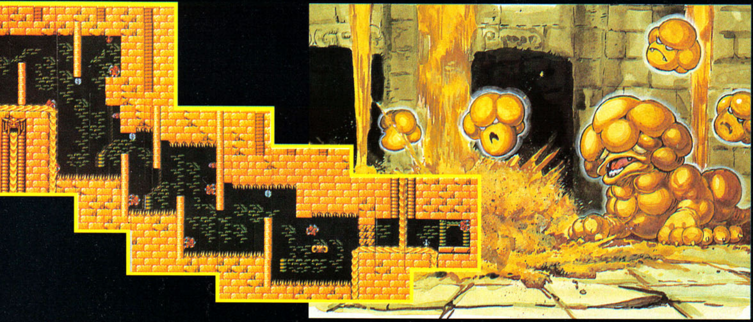
After Firebrand revives King Barr with the Gremlin Stick, the King will return the favor by blasting away the rocks west of Gibea. This new opening will give Firebrand a way to get to the palace of the Ghoul Realm.

BLAST THE BIRDS

Birds with protective coverings wait on the high perches of this passage and spit fireballs as you pass by. Hit them while they're firing, then move to avoid their shots in the air.





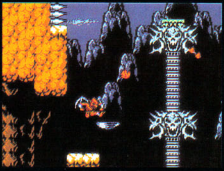


THE QUEST CONTINUES

Firebrand's journey to the palace of the Ghost Realm King reveals that the leader of this land has been kidnapped by the King of Destruction and replaced by an imposter. In this long final act, our hero searches the land for the true King of the Ghoul Realm and looks for a way to destroy the evil sources of the Black Light before more damage is done. The journey is far from over, Firebrand. Good luck!

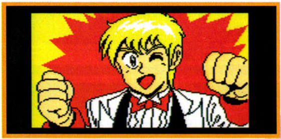
WELCOME TO
THE KING PALACE.

Firebrand fights for the freedom of the Ghost Realm.



CASINO KID 2™

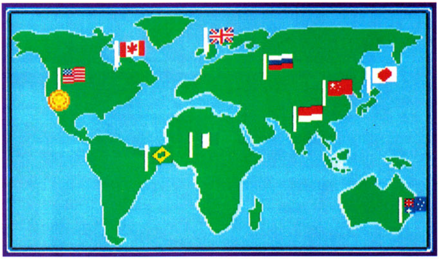
TM&© 1992 Sofel



The Casino Kid returns to the gambling tables in his second high stakes adventure from Sofel. Following his million dollar win in Las Vegas, our hero has been challenged by a mysterious gambling mogul to take on the best players in the world. If he can beat these top contenders at their own games, and on their own turfs, he'll earn the chance to challenge the mystery man himself for a final series of big money games. This time out, the games are Black Jack, Poker and Roulette. While C.K. proved that he could hold his own playing Black Jack and Poker in Las Vegas, this will be his first attempt at the game with the spinning wheel and unpredictable silver ball. The scope is larger, the stakes are higher and the Casino Kid is ready for the challenge.

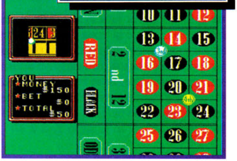
HIT THE ROAD

In his original adventure, the Casino Kid wandered around a Las Vegas gambling establishment looking for players to challenge in a round of Black Jack or Poker. This new game is laid out in a more straightforward manner. The ten gambling locations are clearly marked on a map. As you guide the Casino Kid on his worldwide journey, you can check out the skill level of each player and take a look at his or her game of choice before you commit to each match. You can challenge the players in virtually any order, as long as you defeat the lowest skilled player of a particular game before you challenge the highest skilled player of that same game. You'll begin with a bankroll of $200 and you'll challenge players who have $100, $1,000 or $10,000, depending on their skill levels. Take on the low level players first and build up your account, then go for the big bucks.



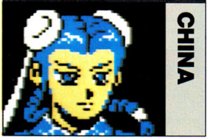
ROULETTE

When the Roulette Wheel stops spinning and the silver ball settles, the amount that you've won or lost depends on where you've placed your bets. Single number bets rarely pay off, but when they do, the take is 35 times the initial investment. More consistent winnings will come from bets on categories that offer smaller odds. The three big rollers that you'll face in Roulette seem to have some control over where the ball stops. Listen to their clues and try to make your bets based on the information that you're given.

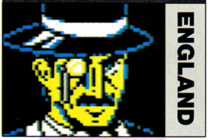


YOU
★MONEY $150
★BET $0
★TOTAL $50

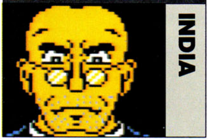
RIE LENKA



PAUL KIETON



ABU GANZIL

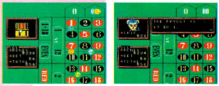


KNOW THE ODDS

It pays to study the Roulette table and know the odds for every betting category. If you bet on one of the 38 individual numbers, you stand to win 35 times as much money as you invested. If you bet on a category that offers three choices, your possible winnings will be double your investment. Win on a two-choice bet and you'll earn exactly as much money as you put on the line.

SPREAD IT OUT

You can put down as many as five bets per spin. Unless you're sure where the ball will land, you should spread the bets out on several categories.

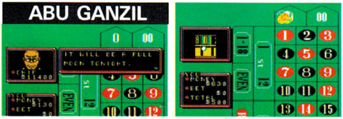


If you put your chips on a line or corner, the possible payoff is less, but the risk is also smaller.

PAY ATTENTION

Roulette opponents always say something just before you have a chance to place your bets. These phrases may clue you in on where the silver ball will land next. Read each message carefully and look for the key phrases which will help you decide where to bet. Here are a few to get you on the winning track.

ABU GANZIL



IT WILL BE A FULL MOON TONIGHT.

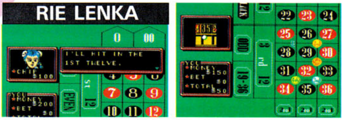
★CHIP $11400

YOU
★MONEY $130
★BET

YOU
★MONEY $630
★BET $0
★TOTAL $500

The highest ranking Roulette player on the world circuit is very contradictory. When he says "I'll bet it's odd. Do you believe me?" you should bet that the number will be even. When he says "How about trying even?" you can guess that it will be odd. By saying "I'm always the winner" Abu is telling you that the number will be red and odd. And when he mentions the full moon, the number will be 0, 5 or 6.

RIE LENKA



I'LL HIT IN THE 1ST TWELVE.

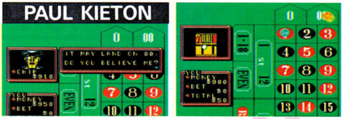
★CHIP $100

YOU
★MONEY $200
★BET $0

YOU
★MONEY $150
★BET $0
★TOTAL $50

This Roulette pro often gives useful clues. When she says "How about black or red?" the ball lands on a black number. Likewise, "Try even or odd" means that the next number will probably be even. By saying "I may hit 00 or I may not" Rei is telling you that the number will either be 00, 27 or 1. "I'll hit the first twelve" means that she'll hit one of the last twelve numbers.

PAUL KIETON



IT MAY LAND ON 00. DO YOU BELIEVE ME?

★CHIP $910

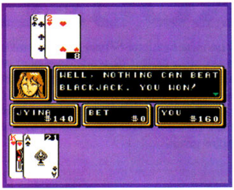
YOU
★MONEY $950
★BET $0

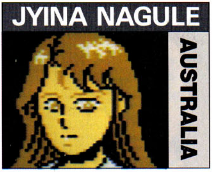
YOU
★MONEY $900
★BET $0
★TOTAL $50

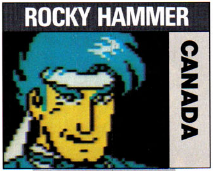
Paul is only completely revealing with two of his key phrases. By saying "I don't like black cars" he is telling you that the next number will be black. When he says "It may land on 00. Do you believe me?" the ball will land either on 00 or the numbers that border 00 on the wheel (27 or 1). Also, when Paul asks "How old are you?" it's usually a safe bet that the number will fall somewhere from 1 to 18.

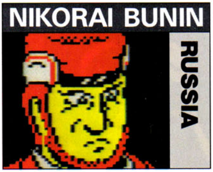
BLACK JACK

The game of Black Jack is also commonly called "21" because the object is to make sure the total value of your cards is close to 21 without exceeding that number. Once you are given two cards, you have the option to receive another card (hit) or stay with what you have (stand). You can also double-down (double your bet and take one more card) or split (if you have two cards of the same value, you can make them into two different hands). After you've received all of the cards that you want, your total will be compared with the dealer's total. The closest total to 21, being 21 or under, wins. The Black Jack dealers in Casino Kid 2 all play the game the same way.


WELL, NOTHING CAN BEAT BLACKJACK. YOU WON!
JYINA $140
BET $0
YOU $160


JYINA NAGULE


ROCKY HAMMER

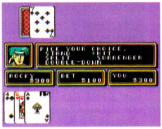

NIKORAI BUNIN

WIN SOME, LOSE SOME

There's no way to guarantee that a particular hand in Black Jack will be a winner, unless you're dealt a two-card 21. Since some hands win and some lose, you should never put too much faith into a single hand.

KNOW YOUR OPTIONS

A lot of Black Jack players get stuck on either hitting or standing at each opportunity. Keep in mind that you can also double-down if one more card is all that you need, or split if you have two cards with the same value. Splitting is a particularly good move if you've been dealt a pair of Aces. The companion cards could likely give you a pair of 21s.

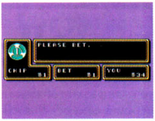

PICK YOUR CHOICE.
STAND HIT
SPLIT SURRENDER
DOUBLE-DOWN
ROCKY $900
BET $100
YOU $300

BET THE RANCH

After you've played several hands, you may be able to wrap up the contest quickly by betting the amount of money that remains in the dealer's account. Press the Select Button when the dealer asks you to place your bet. Then choose the "Bet all money" option. If you've played enough hands, the next hand will be for all of the marbles. This is a useful option if you already have much more money than the dealer.

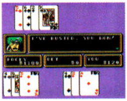
SCALE DOWN

If your bankroll is dwindling, bet small amounts per hand until the account increases. With small bets, there will be less of a chance that you'll go belly up.


PLEASE BET.
CHIP $1
BET $1
YOU $34

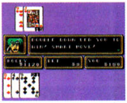
SPLIT

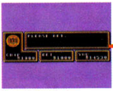
When you've been dealt a pair, you can split the cards into two hands. You'll either win twice, lose twice or break even.

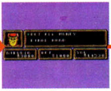

I'VE BUSTED. YOU WON!
ROCKY $1100
BET $0
YOU $120

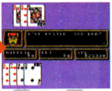
DOUBLE-DOWN

If you're confident that a third card will add up to a win, you can take a hit and double your bet with this command.



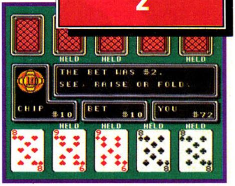

Press Select before placing your bet.


Choose to "Bet all money."


You could finish up the match in one last hand.

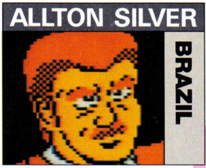
POKER

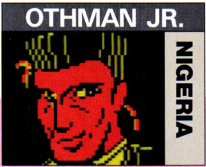
Draw Poker in Casino Kid 2 follows all of the rules of the actual game. You are dealt five cards and given the option to exchange as many as four of them for new cards. Once all bets are made, your cards are compared with your opponent's cards. If you have a better Poker hand (more cards of a kind, a linear progression or cards of one suit), you'll win all of the money that has been bet. The three Poker pros play in similar styles, though the lower level players seem to let on more about their hands than Ryu Mishima does.

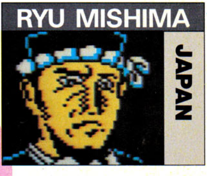


THE BET WAS $2.
SEE, RAISE OR FOLD.

CHIP $10
BET $10
YOU $72

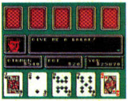






WATCH YOUR OPPONENT

Poker pros often react to the cards that they have been dealt. If you're facing off with Allton Silver or Othman Jr., you should be able to tell if he has a particularly good or bad hand. Ryu Mishima has perfected the "poker face" expression. This makes him much more difficult to read.

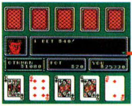


GIVE ME A BREAK!

OTHMAN $540
POT $20
YOU $25870

BET ACCORDINGLY

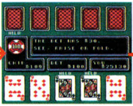
If you've been dealt a good hand, you should make sure that it doesn't go to waste by betting a large sum and raising the bet when you have the chance. In Casino Kid 2, anything better than two pair is worth taking a chance on.



I BET $40!

OTHMAN $1080
POT $20
YOU $25330

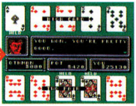
Watch for solid hands.



THE BET WAS $30.
SEE, RAISE OR FOLD.

CHIP $100
BET $100
YOU $25130

Raise the bet and bring up the total.



YOU WON. YOU'RE PRETTY GOOD.

OTHMAN $880
POT $420
YOU $25130

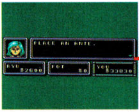
You could rake in big winnings.

THE MYSTERY MAN CHECKS IN

After you've made short order of the nine international challengers, you can return to Las Vegas and meet up with the mysterious gambling leader. A final match of all three games will determine who will be crowned King of Las Vegas.

GO FOR BROKE

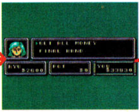
After you've played several hands and you've accumulated a large bankroll, you can challenge your opponent to a "double or nothing" hand for all of his remaining cash. Press the Select Button when it's time to ante up, then choose the "Bet all money" option and go for broke.



PLACE AN ANTE.

RYU $2600
POT $0
YOU $33830

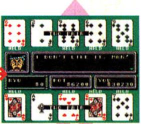
Press Select when it's time to ante up.



▸BET ALL MONEY
FINAL HAND

RYU $2600
POT $0
YOU $33830

Choose the "Bet all money" option.



I DON'T LIKE IT, MAN!

RYU $0
POT $6200
YOU $30230

Try to win it all.

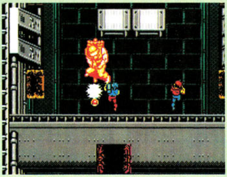
CONTRA
FORCE
TM
NEO CITY SHIPPING

TM&© 1991 Konami Co., Ltd.

The smoke hasn't even cleared from the explosive release of Contra III and already a new installment of the series is on the way! Contra Force from Konami is a Contra game with a style all its own. Instead of offering the traditional fighting duo, this NES thriller lets you choose from four armed-to-the-teeth warriors, each with his own combat techniques. Neo City is under siege and the Contra Force team has been called to action. It's your job to guide the squad through five tough stages and track down the military madman who is causing the commotion.

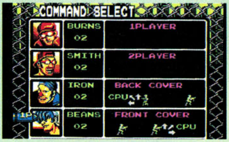
CALL THE FORCE

Deputy of Intelligence Fox is on the line with Burns, the leader of the Contra Force. The Director of the CIA has been kidnapped by Neo City madmen. If the villains aren't stopped soon, the city will be in ruins. Reports show that perpetrators are hiding out in a warehouse on the wharf. The Contra Force is on its way!



TWO CAN PLAY THIS GAME

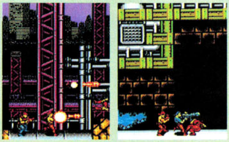
Contra Force is built for one or two players. If you're on a solo mission, you can enlist a computer-controlled partner whenever you need assistance. This hired gun either charges ahead or brings up the rear, depending on where you assign him. Use a partner whenever the enemies are out of control. You can also use this feature to switch from controlling one character to another if the fighter that you're in charge of is low on energy.



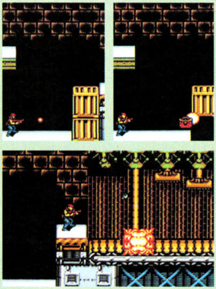
COMMAND SELECT

BURNS 02	1PLAYER
SMITH 02	2PLAYER
IRON 02	BACK COVER CPU
BEANS 02	FRONT COVER CPU

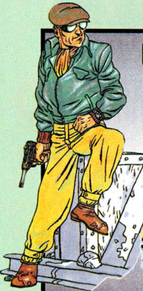
Go to the subscreen to call for backup or switch your primary character.



Computer-controlled sidekicks can be assigned to different duties, depending on the situation. It's your call.

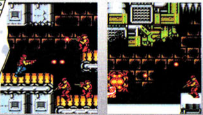


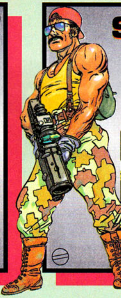
Obstacles that can be blasted into bits often contain Power-Up Suitcases. Collect these valuable items and upgrade your weapons.



BURNS···

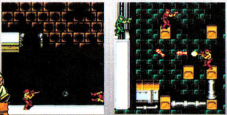
The leader of the Contra Force is great for run and gun missions. He travels light and can jump better than anyone else on the team. Besides the standard issue Pistol, Burns carries Hand Grenades and a Machine Gun.





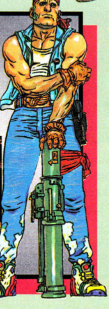
SMITH·····

The sharpshooter of the team is unstoppable when he's armed with Homing Missiles and Turbo Speed. Enemies approaching from all angles are immediately dispatched by Smith's steady shot. He's also great with a semi-automatic Rifle.

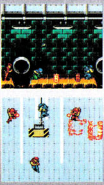


IRON·····

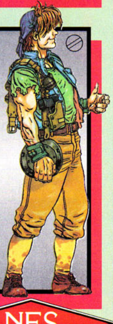
While he's certainly not the best athlete of the group, Iron is unmatched in terms of firepower. His Flame Thrower and even more powerful Bazooka are good crowd-clearers in heavy combat.



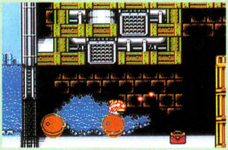
BEANS···



Beans is the explosives expert of the Contra Force. With Time Bombs and Time Mines he can clear away large groups of enemies and obstacles at one fell swoop. He is also the fastest runner of the group, with an ability to dodge bullets and get out of tight situations.



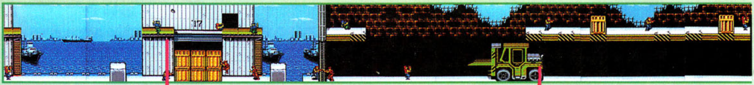
STAGE 1: THE WAREHOUSE



Burns blasts into the warehouse with a Turbo Machine Gun attack.

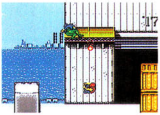
Evil troopers are holding the Head of Intelligence at a warehouse on the harbor and the second-in-command, Fox, has called in the Contra Force team to attempt a daring rescue. Your mission is to break into the warehouse with both barrels blasting and search for the leader of the pack.

START



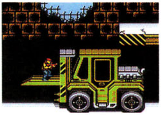
HEADS UP!

Troopers toss Grenades from a high perch in this area. If you've got a short range weapon, you'll have to jump up and shoot skyward in order to take them out.



HEAVY MACHINERY

The evil army is using all means available to fight off the Contra Force. Jump onto this charging Forklift and jump again to the ledge above the warehouse floor.



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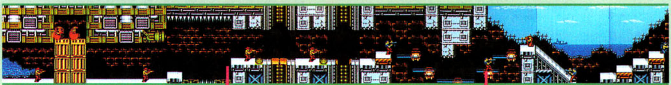
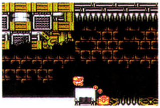


B

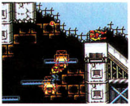
FAN FORCE

The huge Fans on the floor have enough force to blow you into the ceiling spikes. Jump cautiously and aim for the enemy on the other side of the gap.



FIRE FIRST

A sharpshooter is planted on the ledge overlooking this area. As you're making your way across the gap, stop on the fourth moving platform and take down the rifleman by firing diagonally up and to the right.



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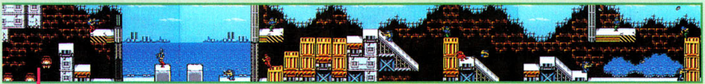
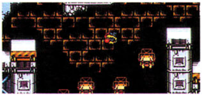


TO THE LEADER

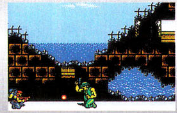
KEEP MOVING

The platforms in this area begin to drop as soon as you touch them. Jump quickly to avoid falling.



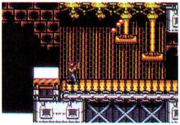
WAREHOUSE LEADER

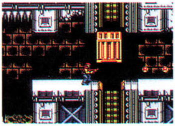
A rolling warrior waits at the edge of the warehouse. Stay low to avoid his shots and keep firing. If he gets too close, you can jump over him and either rest on one of the floating platforms or drop to the floor and fire off another round.

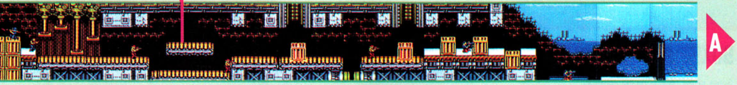


CONVEYOR CHAOS

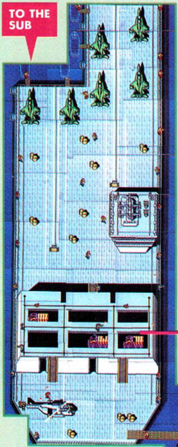
Powerful Pistons and falling Crates can cause a lot of trouble on the warehouse conveyors. Aim at the base of the Pistons, blast the Crates before they land and try not to get carried away by the belts.



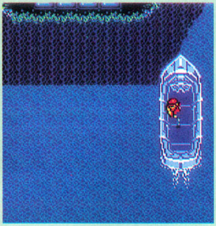




STAGE 2: ON THE WATER



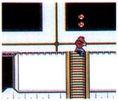
While the team successfully reclaimed the warehouse, most of the enemy army escaped to a fully loaded battleship. Your search for the Head of Intelligence and his captors continues on the high seas.

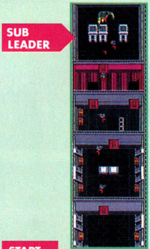


You'll find several small boats near the aircraft carrier. Step onto one of them and ride to the sub.

STAY ON TOP

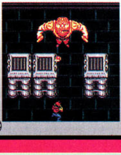
While it is possible to run inside of this hold, you'll find a safer route by climbing up the stairs and running across the roof. Watch out for moving turrets and blast them when you have a clean shot.



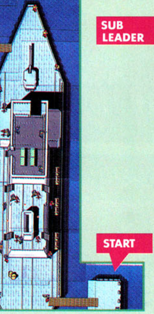


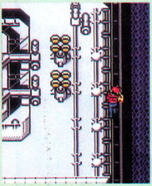
SUB LEADER

The crazed commando that waits for you in the last chamber of the submarine fires over three tall barriers. Stay on the lower half of the room, to the left of the gap in the center, and blast the green goon when he steps out into the open.



You'll find a fairly safe hiding place just to the left of the central gap.

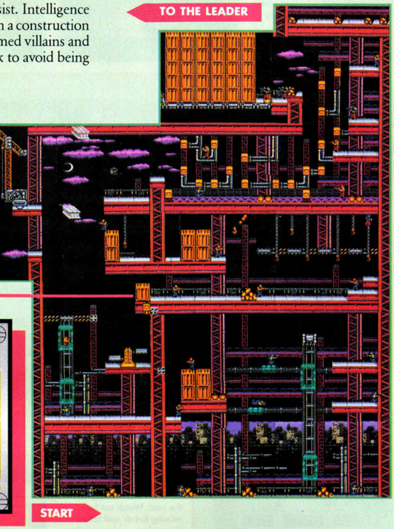




Since there are only a few enemies on the aircraft carrier, this leg of your journey should be a breeze.

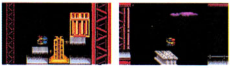
STAGE 3: THE CONSTRUCTION SITE

Even with their sea operations sunk, the enemies persist. Intelligence reports indicate that the enemy leaders may be hiding on a construction site in the center of Neo City. The site is loaded with armed villains and plenty of dangerous equipment. You'll have to be quick to avoid being blasted on your way to the top.



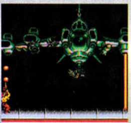
BOXES AND BEAMS

Some of the objects on the construction site can help you on your climb. A falling Box acts as a counterweight for a seesaw in one area, while dropping Beams can be useful platforms elsewhere.



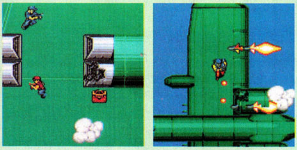
AIRBORNE LEADER

At the top of the site, you'll encounter a huge armed aircraft. Take out the center turret first, then go for the lasers on the sides. By hitting the source of the lasers diagonally, you'll avoid contact with the beams.

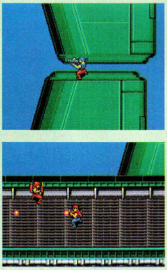


STAGE 4: AIRPLANE CONVOY

It takes a well-trained fighter to be able to walk on the wings of a speeding jet. In this part of the mission, you'll have to do just that, and knock out wing-walking enemies at the same time. There are six jets in the convoy. Jump from one to the next and seek out the twisted mastermind behind this airborne arsenal.



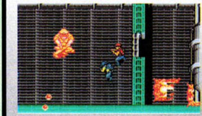
Wind travels at several hundred miles per hour over the wings. Try not to get blown overboard.



Leap from wing to wing on the convoy and search for the leader on the last craft.

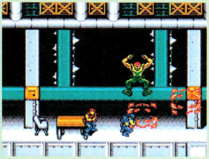
CONVOY LEADER

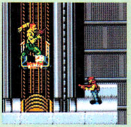
The big man on the final jet has plenty of room to move and fire. Keep your distance and blast him with all you've got. There's nothing to hide behind, so you'll have to be quick.



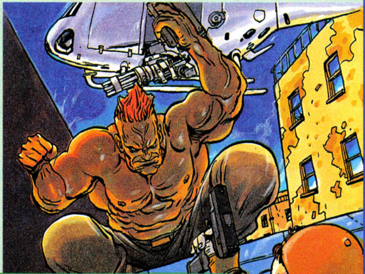
STAGE 5: ENEMY BASE

By parachuting from the final jet as it went down in flames, the Contra Force team has landed at the entrance of the enemy base. This is where the operation's head honcho has been all along. Follow him up to the roof of the building and face off with this monster in a battle to the end.



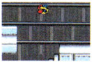


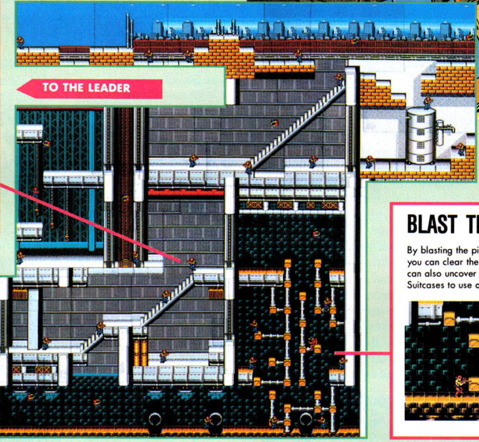
The boss of the baddies wants to meet you on the roof.



TAKE THE STAIRS

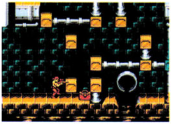
If you destroy the stairs with stray bullets you'll be seeking another way up. But, if they're intact, you can climb them.





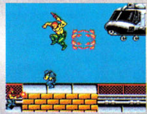
BLAST THE PIPES

By blasting the pipes under the stairs, you can clear the way to the top. You can also uncover a load of Power-Up Suitcases to use on your final approach.

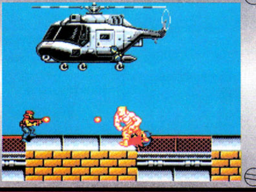


THE FINAL SHOWDOWN

When the leader of the evil army makes his appearance on the roof, he'll bring a helicopter with him for extra firepower. You should also enlist help from a friend so that you can take this creep to the cleaners. Have one member of the team concentrate on blasting the helicopter's shells and assign the other member to the mystery man with the gun.



You'll need help from your friends in this final battle.



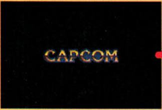
CLASSIFIED INFORMATION

Street Fighter II

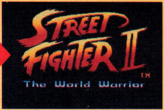
From Agent #408

The Ultimate Match

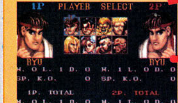
One of the features that makes Street Fighter II: The Championship Edition the hottest arcade game around is the option to fight with two characters that have the same moves. It's the only way to guarantee a fair match. Our agents working deep inside Capcom Headquarters have discovered a way that you can access this twin-fighting feature on the Super NES version of the original game! When the Capcom logo is on the screen for a few seconds at the beginning of the game, press the direction keys on the Control Pad and the Controller Buttons in the following order: Down, R, Up, L, Y, B. When you enter the code correctly, a tone will sound and the title screen will appear with a dark blue background, instead of the usual black background. Select a two-player game. Player One and Player Two will be able to choose the same fighter! Press the Start Button on either of the controllers and the corresponding character will change in color so that you can tell the fighters apart. Press the A Button on the other controller to confirm your character selection, and start fighting.



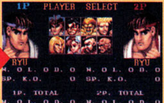
While the Capcom logo is showing, press Down, R, Up, L, Y and B.



You'll know that the code was entered correctly if the title screen is blue.



You can match a warrior up against his twin for a fair fight.



Press Start on the controller to change the colors of the corresponding fighter.

↓ R ↑ L Y B

With this twin-fighter code, you'll be able to see if the Street Fighter II brawlers can take what they can dish out. Look at these incredible match-ups!

RYU VS. RYU

E.HONDA VS. E.HONDA

BLANKA VS. BLANKA

GUILE VS. GUILE

KEN VS. KEN

CHUN LI VS. CHUN LI

ZANGRIEF VS. ZANGRIEF

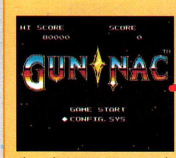
DHALSIM VS. DHALSIM

GUN NAC™

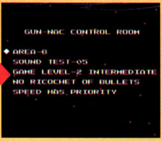
■ From Agent #800

Area Select

By making a slight adjustment in the Gun Nac Control Room, you can choose to start your mission in any area in the game. Choose the CONFIG.SYS option on the title screen and enter the Control Room. The Area selection in the Control Room will show that the beginning of the mission is set for Area 1. This selection cannot be changed unless you first change the Sound Test selection to 05. Then move the cursor to the Area selection and change it by pressing Left and Right on the Control Pad. Once you've made your selection, press the Start Button to begin in the desired area. Your ship will fly invincibly through the selected area and beyond. With this code, you can even select the hidden Area 0. At the end of this stage is a strange alien, the likes of which our agents have never seen before.



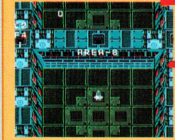
Choose the CONFIG.SYS option on the title screen.



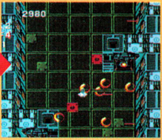
GUN-NAC CONTROL ROOM

◆ AREA-8
SOUND TEST-05
GAME LEVEL-2 INTERMEDIATE
NO RICOCHET OF BULLETS
SPEED HAS PRIORITY

Change the Sound Test selection to 05, then choose your area.



You can begin in any of the game's nine areas (Areas 0-8).



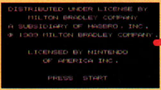
Enemy contact won't affect your ship when you use this code.

Abadox™

■ From Agent #402

The End is Near

Take a look at what awaits you when you complete this space shooter by entering a quick code. When the screen with the "Press Start" message appears, press the controller buttons and the Control Pad direction keys in the following order: A, A, Up, B, B, Down, A, B, B, Start. The action will begin with a high speed race through the final corridors of the planet. Your character will fly to the escape pod and blast off just before the planet explodes.



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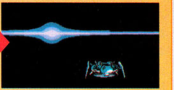
OF AMERICA INC.

PRESS START

On the "Press Start" screen, press A, A, Up, B, B, Down, A, B, B and Start.



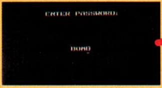
After a quick race through the planet, your character will make his escape.

INFILTRATOR

■ From Agent #986

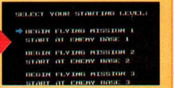
Mission Select

A powerful password for this military exercise allows you to begin in any of the game's three missions. Just enter "BOMB" as your password and the Starting Level menu will appear. With this menu, you can choose to begin the game in any of the flying missions or any of the enemy bases.



ENTER PASSWORD:

BOMB



SELECT YOUR STARTING LEVEL:

➡ BEGIN FLYING MISSION 1
START AT ENEMY BASE 1

BEGIN FLYING MISSION 2
START AT ENEMY BASE 2

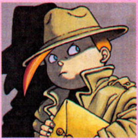
BEGIN FLYING MISSION 3
START AT ENEMY BASE 3

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



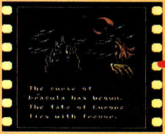
CLASSIFIED INFORMATION

Castlevania III
Dracula's Curse

FROM AGENT #793

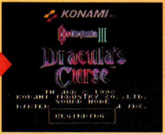
Dracula's Sound Test

You can enjoy any of the pieces of music in this epic without having to scale towers or fight monsters. At any point in the opening story, press and hold the A and B Buttons and press the Start Button twice. The name of the first piece of music will appear at the bottom of the title screen. Press Up and Down on the Control Pad to change the selected piece. Then press the B Button to start the tune and press the A Button to stop it.



The curse of Dracula has begun. The fate of Europe lies with Trevor.

Press and hold A and B, then press Start twice.


KONAMI
Castlevania III
Dracula's Curse
SOUND MODE

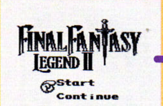
You'll be able to sample any of the game's many tunes.

FINAL FANTASY LEGEND II

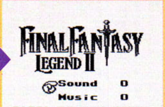
FROM AGENT #973

Sound Test

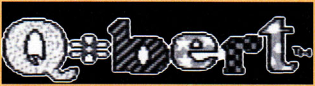
Test the tunes and sound effects of this popular Game Boy RPG with a quick code. While the title screen is showing, press the Select, B and Start Buttons all at the same time. Sound and music options will appear on the screen. You can change the sound selections by pressing the direction keys on the Control Pad and listen to them by pressing the A Button. This sound test is unique in that is allows you to mix sound effects with music.


FINAL FANTASY LEGEND II
Start
Continue
©1991 SQUARE SOFT
LICENSED BY NINTENDO

Press B, Select and Start simultaneously.


FINAL FANTASY LEGEND II
Sound 0
Music 0
©1991 SQUARE SOFT
LICENSED BY NINTENDO

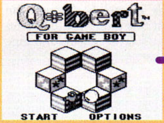
Listen to the sounds of Final Fantasy Legend **II**.



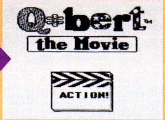
FROM AGENT #382

Q*Bert the Movie

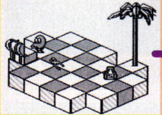
A collection of short, cartoon-like segments are shown between the levels of this popular puzzler. They center around Q*Bert's struggle to deal with a coconut-dropping tree. Our agents have found a way to see all of these segments in one long scene called "Q*Bert the Movie." On the title screen, press the A and B Buttons and the Control Pad direction keys in the following order: Right, Up, B, A, Down, Up, B, Down, Up, B. When the last keystroke is entered, the film will roll.


Q*bert
FOR GAME BOY
START
OPTIONS

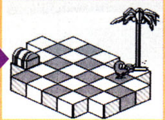
Press Right, Up, B, A, Down, Up, B, Down, Up, B.


Q*bert
the Movie
ACTION!

Q*Bert the Movie strings together between-level segments.



Our hero searches through his chest for a way to get rid of the tree.



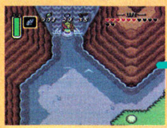
You'll have to watch the movie to see how it turns out.

THE LEGEND OF
ZELDA
A LINK TO THE PAST

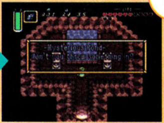
FROM AGENT #227

Free Green Potion

There's a way to stock up on Green Potion without spending a Rupee in this Super NES epic. Just north of the circle of rocks, in the northeast section of the Light World, you'll find a cave hidden behind a waterfall. If you've visited this cave already, you may know that you can toss your Boomerang or Shield into the cave's mysterious pond and that a Faerie will upgrade these items. What you may not know is that when you throw an empty Magic Bottle into the pond the Faerie will fill it with Green Potion. This Potion can recharge your Magic Meter.

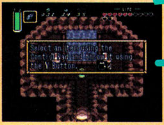


Walk through the waterfall located just north of the circle of rocks in the Light World.



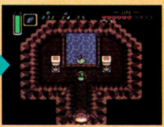
-Mysterious Pond-
Won't you throw something in?

You'll end up at the mysterious pond with an invitation to toss something into the water.



Select an item using the Control Pad and throw it using the Y Button.

Scroll through your inventory by direction keys on the Control Pad and press Y when you reach a Magic Bottle.



After you toss the empty Bottle into the pond, it will come back to you, full of Green Potion.

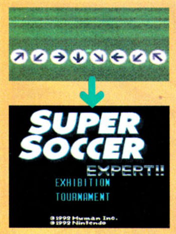
SUPER SOCCER

■ From Agent #710

Super Passcodes

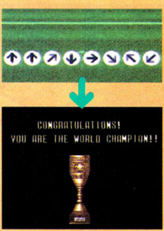
Our agents have discovered a pair of passcodes for this sports challenger which will allow you to take a look at the game's ending credits or enter the Expert Mode. Select the Super Soccer Tournament, then enter one of the passcodes listed below for the appropriate entry. In the Expert Mode, the players move with more speed and agility than ever before.

EXPERT MODE



↗ ↙ → ↓ ↘ ← ↙ ↖
SUPER SOCCER
EXPERT!!
EXHIBITION
TOURNAMENT
©1992 Human Inc.
©1992 Nintendo

ENDING CREDITS



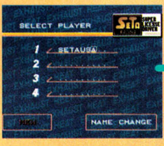
CONGRATULATIONS!
YOU ARE THE WORLD CHAMPION!!

F1ROC

■ From Agent #740

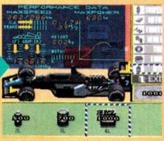
Instant Cash

You'll easily have enough money to get your F1 racer in top shape by executing a simple maneuver. Enter "SETAUSA" as your name in the player select screen, then press the Start Button. When the game begins, you'll have $10,000 to spend on parts for your car. You can use this maneuver before every race with the name change option.



SELECT PLAYER
1 SETAUSA
2
3
4
NAME CHANGE

Enter the name "SETAUSA" in the player select screen.



PERFORMANCE DATA
MAXSPEED
MAXPOWER

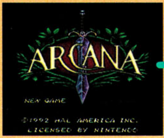
With $10,000, you'll be able to buy a lot of car improvements.

ARCANA

■ From Agent #092

Stage Select

Skip to any chapter in this RPG by entering a long code. On the title screen, press the controller buttons and the Control Pad direction keys in the following order: Down, Select, Select, X, Y, Select, Select, L, R, Select, Select, Left, Right, Up. Then press the A Button to skip to Chapter 2, press the B Button to skip to Chapter 3, press the X Button to skip to Chapter 4 or press the Y Button to skip to Chapter 5.



ARCANA
NEW GAME
©1992 HAL AMERICA INC.
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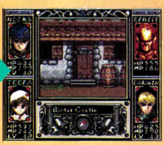
Press Down, Select, Select, X, Y, Select, Select, L, R, Select, Select, Left, Right, Up and Y.

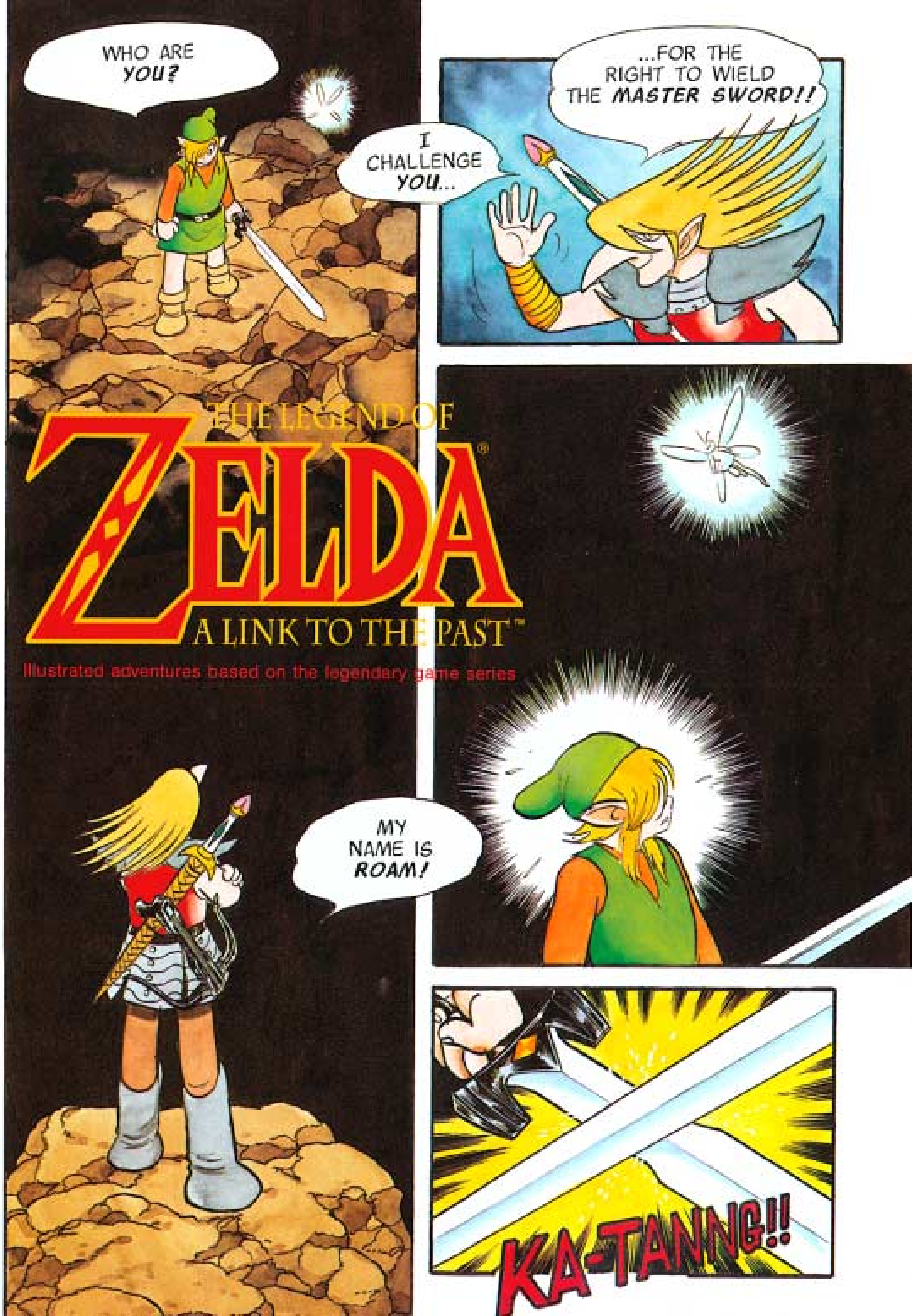


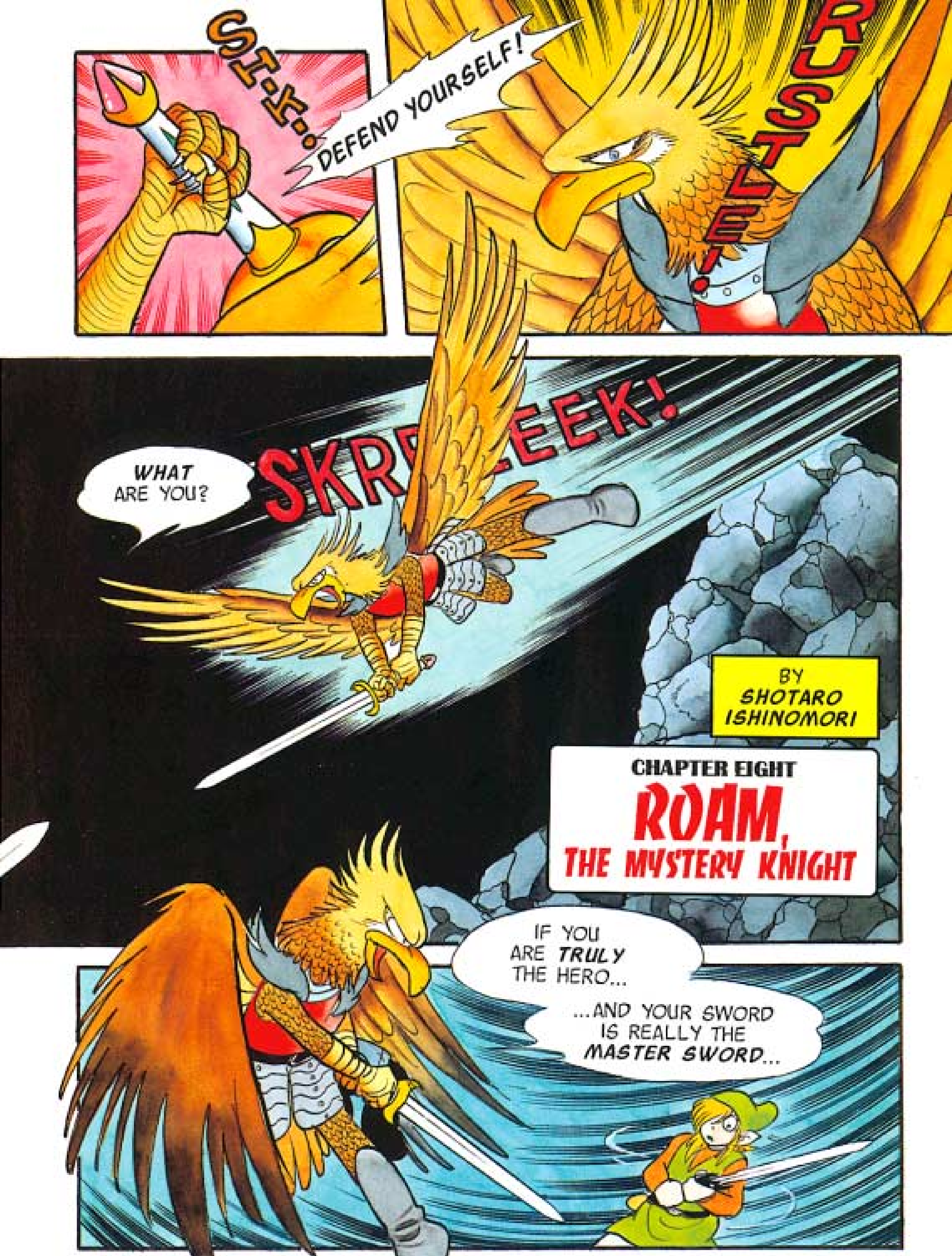
ROOKS
EFRITE
TEEFA
DARWIN
Bintel Castle

You'll skip directly to Chapter 5 with all of the experience and items that you need.

THE LEGEND OF ZELDA®
A LINK TO THE PAST™

Illustrated adventures based on the legendary game series

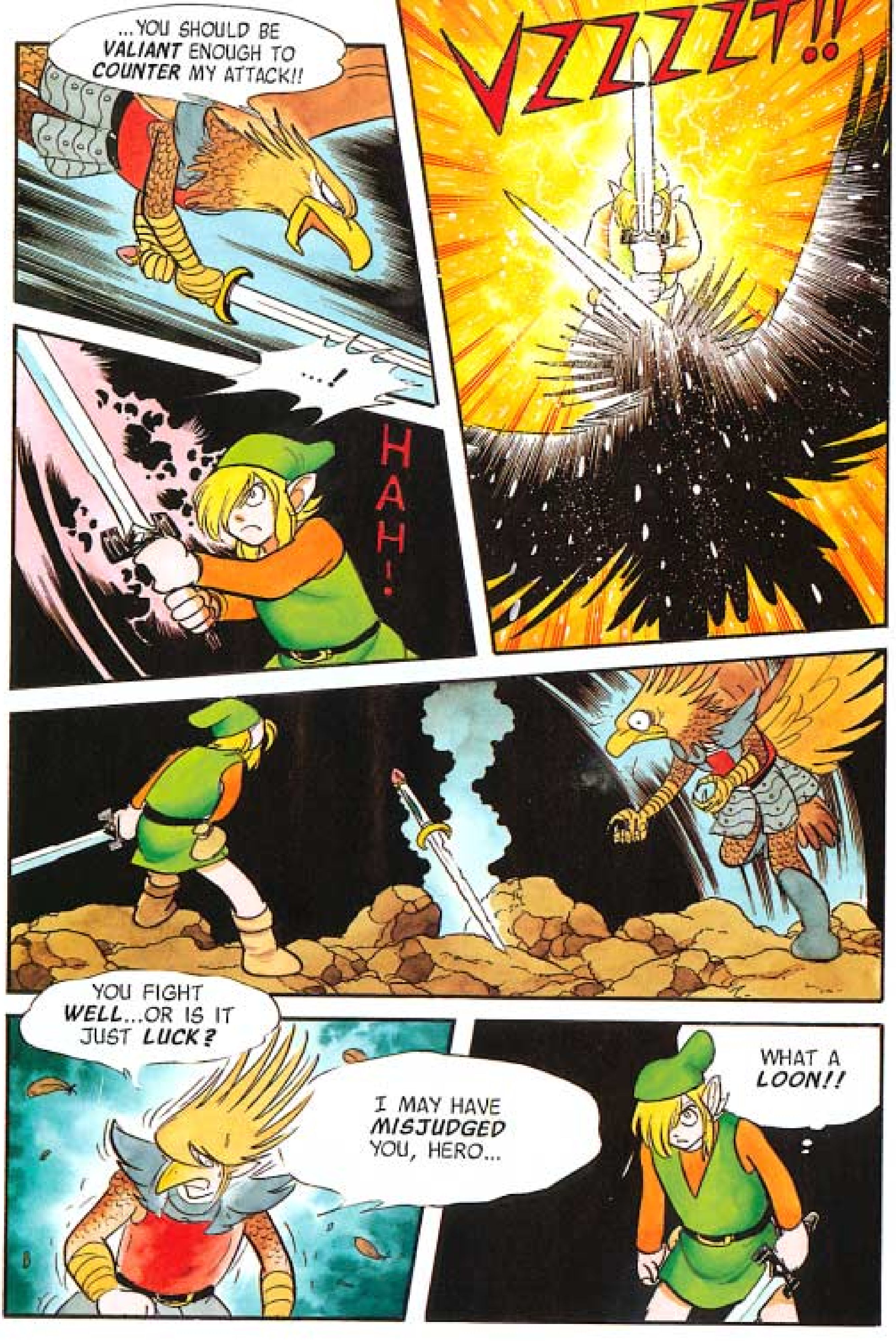

WHO ARE *YOU?*
I CHALLENGE *YOU...*
...FOR THE RIGHT TO WIELD THE ***MASTER SWORD!!***
MY NAME IS ***ROAM!***
KA-TANNG!!

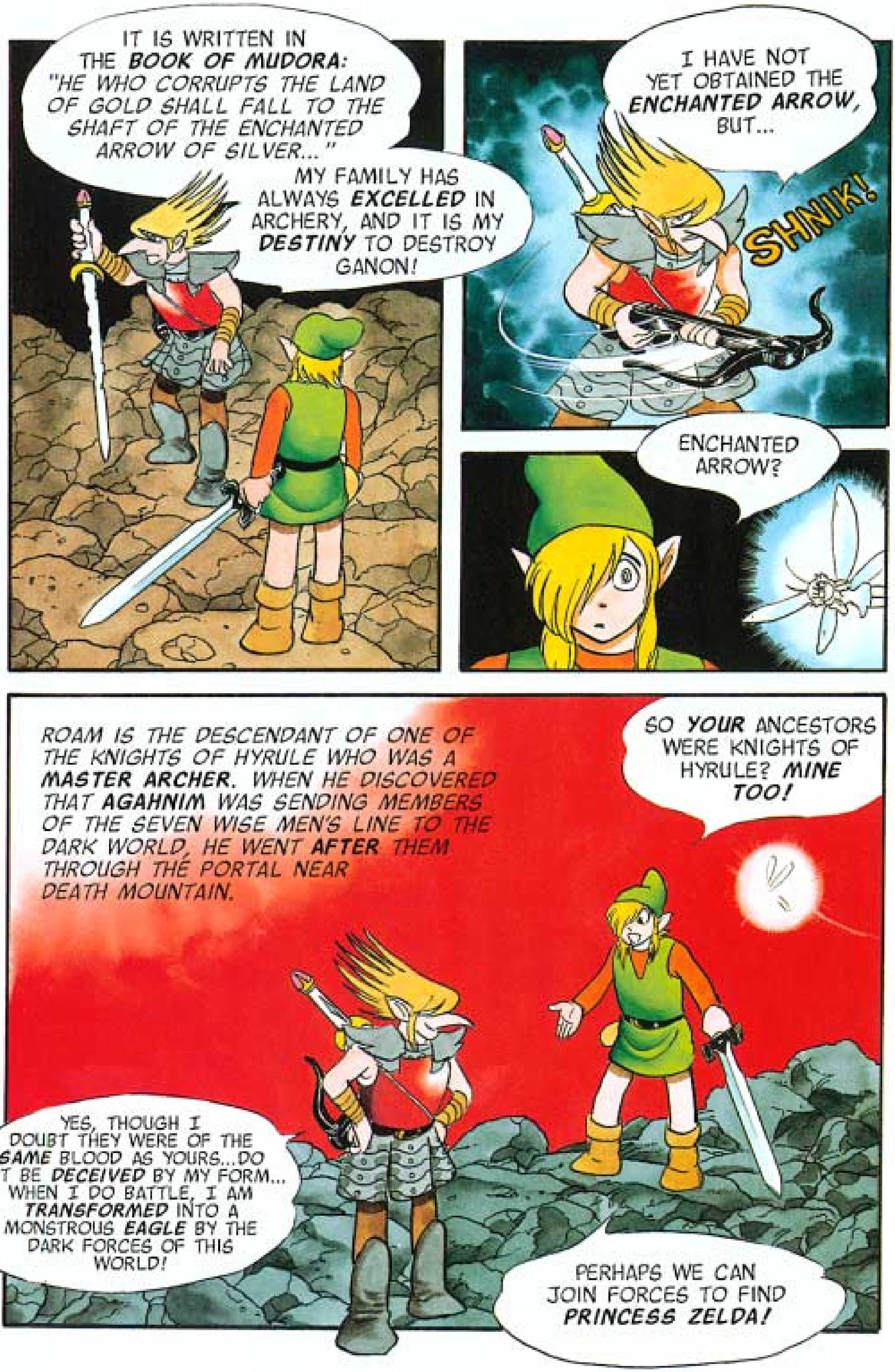

SHK..
DEFEND YOURSELF!
RUSTLE!
WHAT ARE YOU?
SKR EEK!
IF YOU ARE *TRULY* THE HERO...
...AND YOUR SWORD IS REALLY THE *MASTER SWORD*...

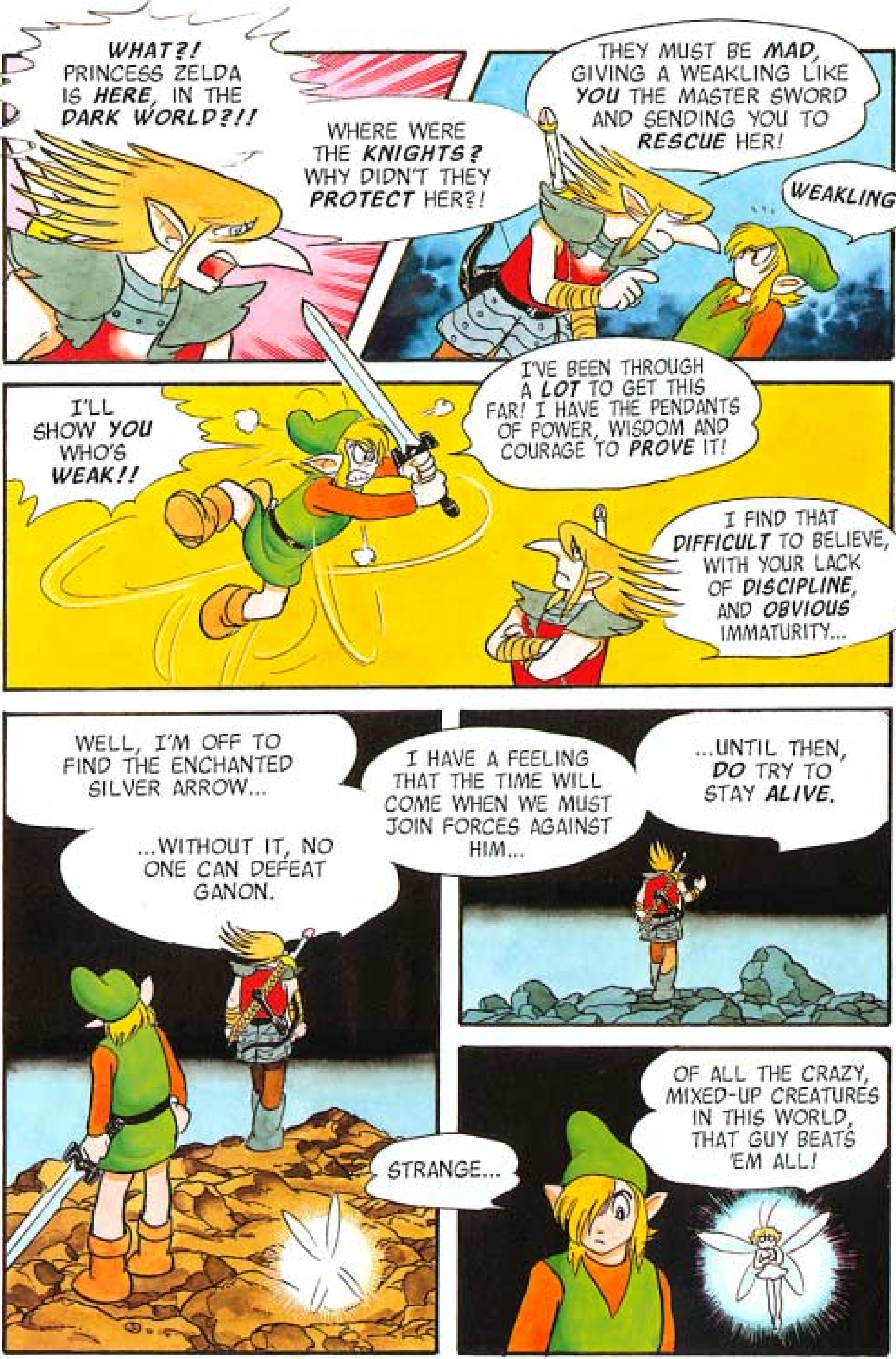
BY
SHOTARO ISHINOMORI

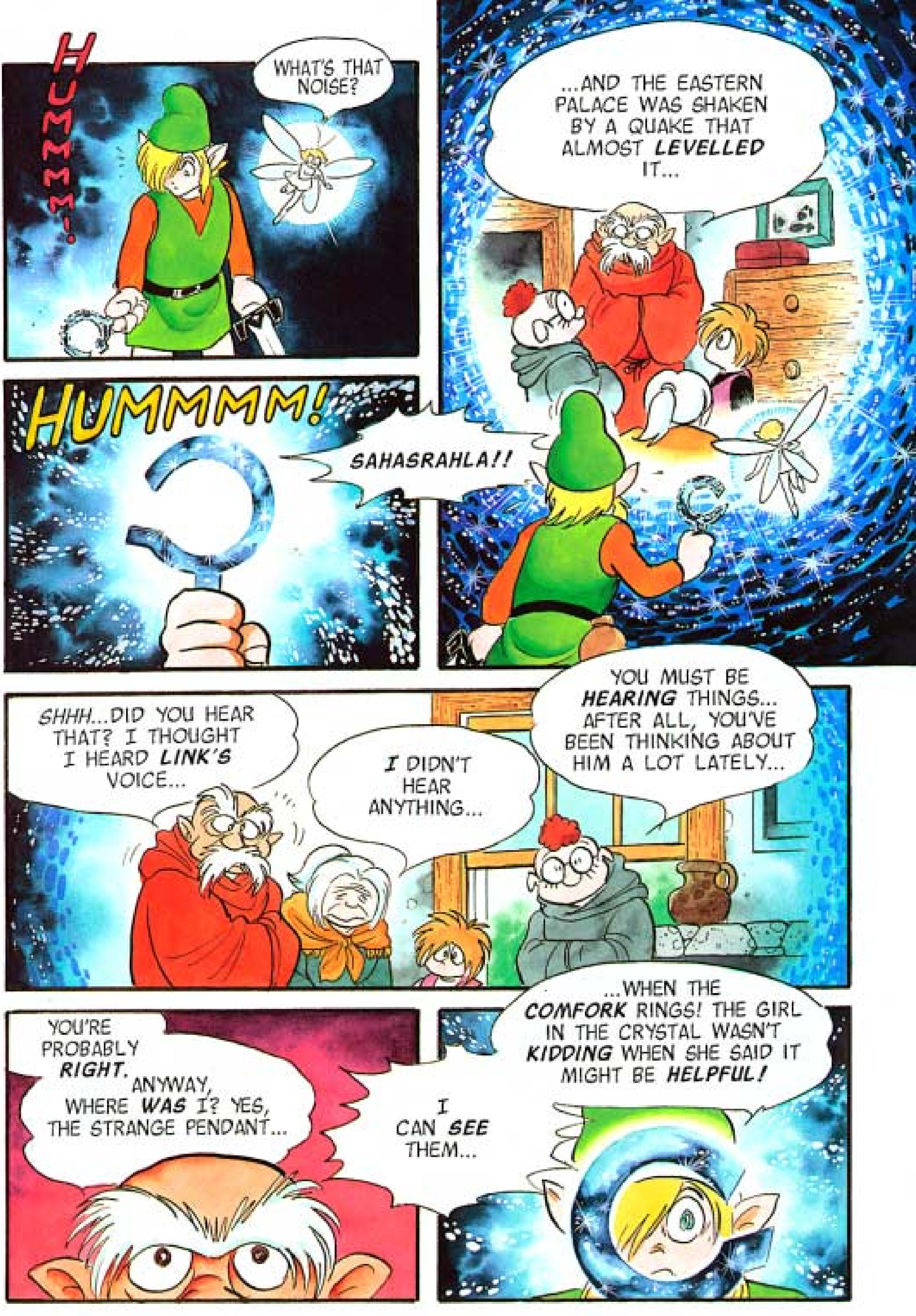
CHAPTER EIGHT

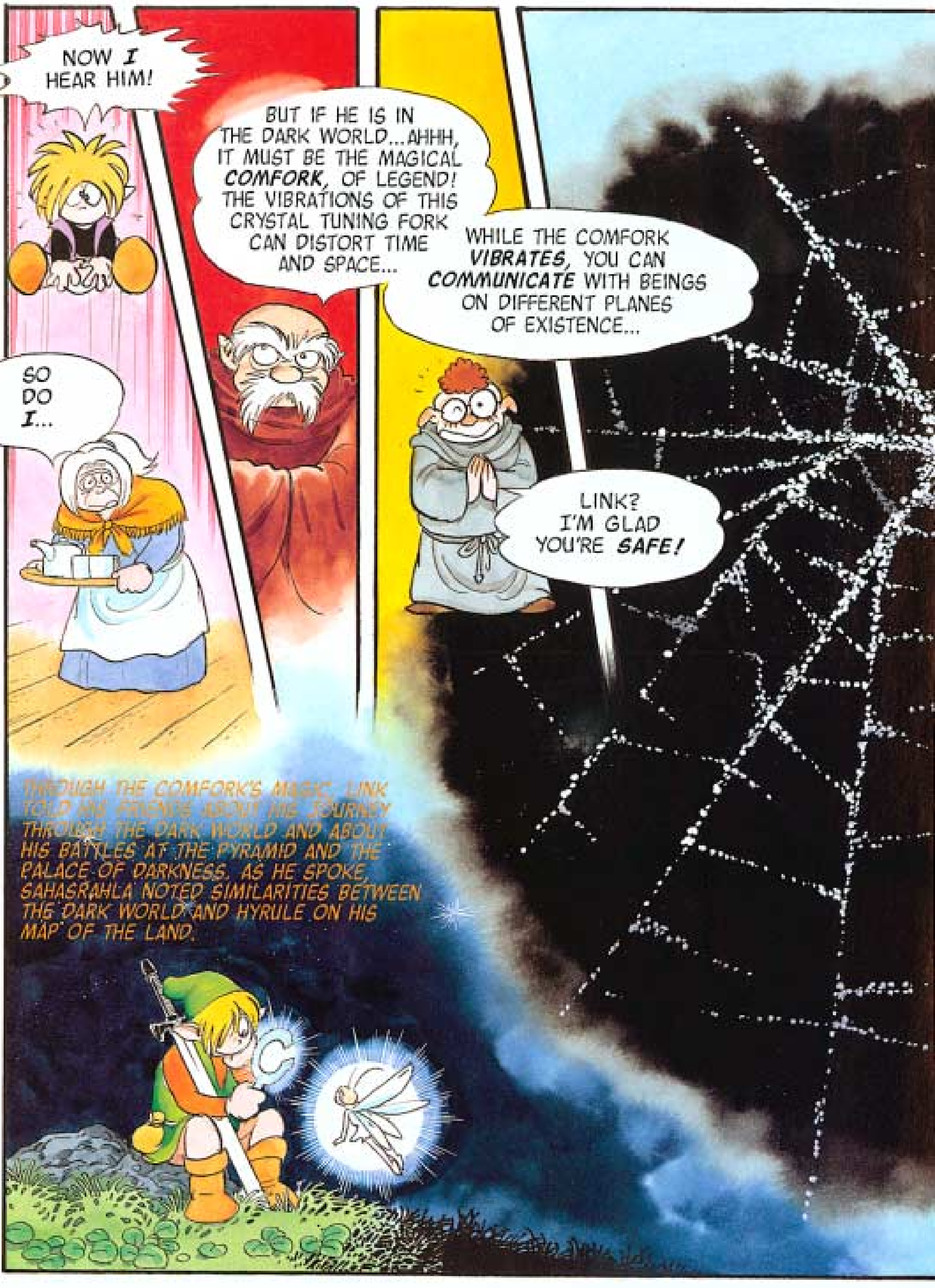
ROAM, THE MYSTERY KNIGHT

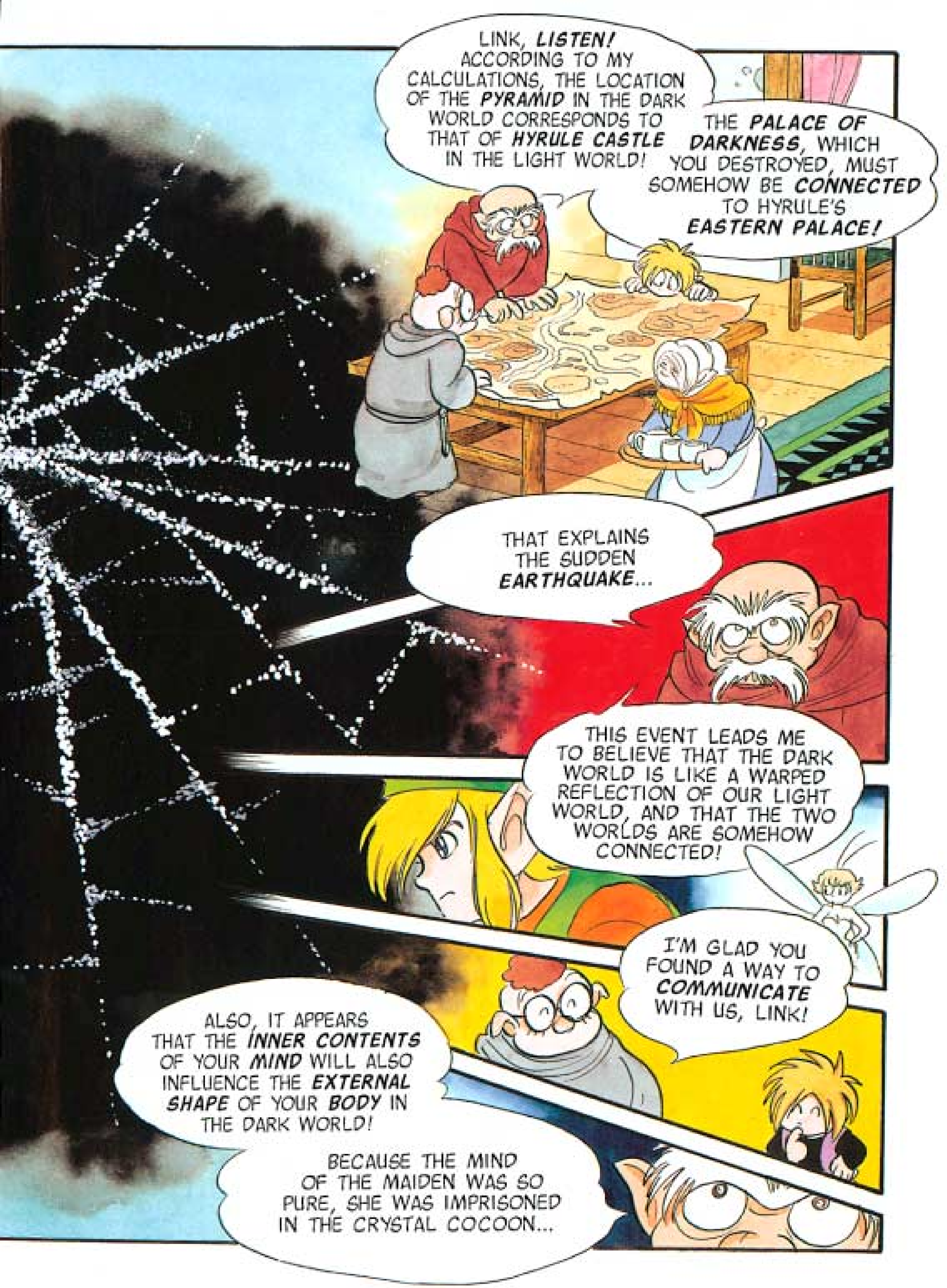

...YOU SHOULD BE **VALIANT** ENOUGH TO **COUNTER** MY ATTACK!!
...!
HAH!
VZZZZT!!
YOU FIGHT **WELL**...OR IS IT JUST **LUCK?**
I MAY HAVE **MISJUDGED** YOU, HERO...
WHAT A **LOON!!**

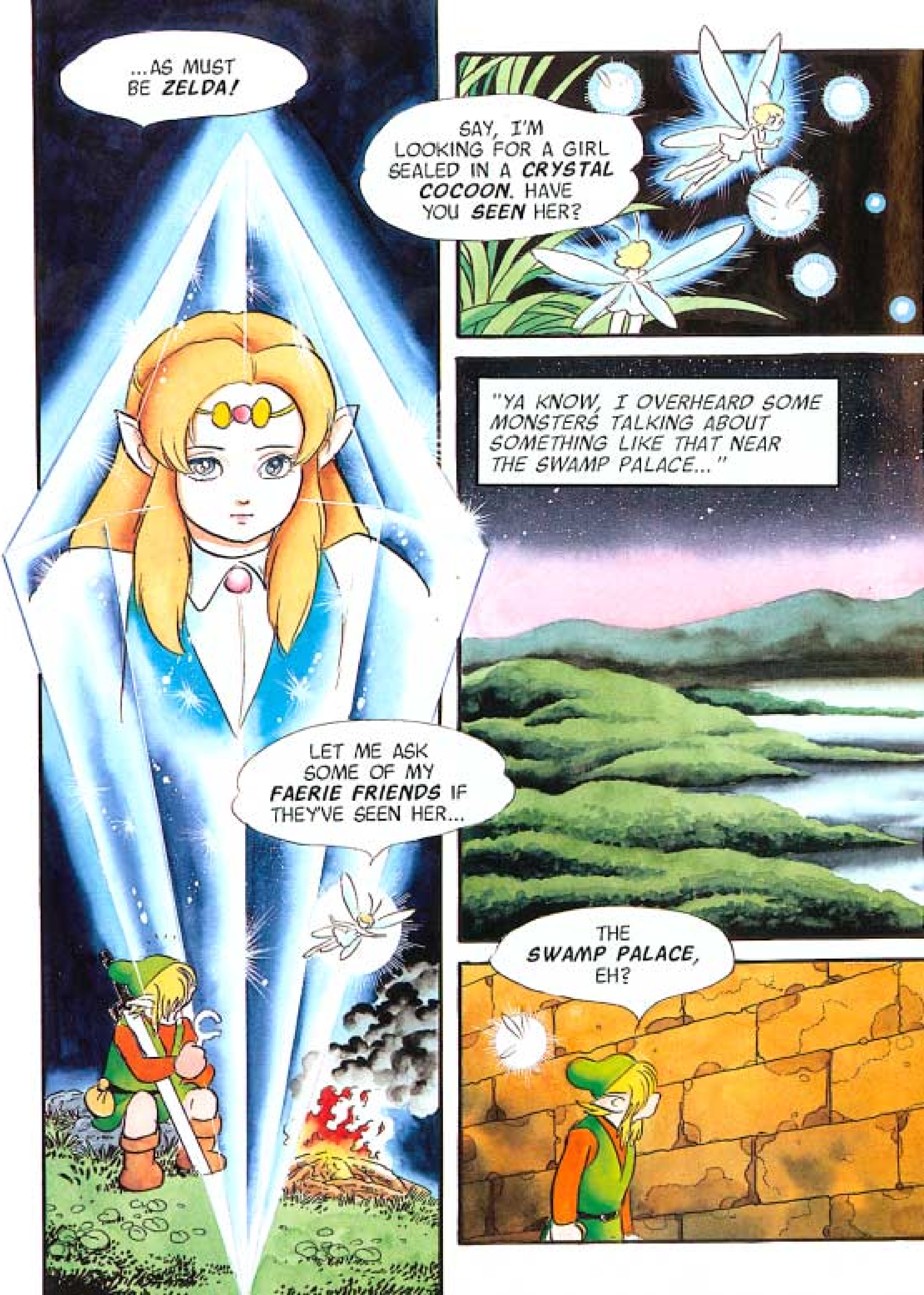

IT IS WRITTEN IN THE **BOOK OF MUDORA:** "HE WHO CORRUPTS THE LAND OF GOLD SHALL FALL TO THE SHAFT OF THE ENCHANTED ARROW OF SILVER..."
MY FAMILY HAS ALWAYS **EXCELLED** IN ARCHERY, AND IT IS MY **DESTINY** TO DESTROY GANON!
I HAVE NOT YET OBTAINED THE **ENCHANTED ARROW,** BUT...
SHNIK!
ENCHANTED ARROW?
ROAM IS THE DESCENDANT OF ONE OF THE KNIGHTS OF HYRULE WHO WAS A **MASTER ARCHER.** WHEN HE DISCOVERED THAT **AGAHNIM** WAS SENDING MEMBERS OF THE SEVEN WISE MEN'S LINE TO THE DARK WORLD, HE WENT **AFTER** THEM THROUGH THE PORTAL NEAR DEATH MOUNTAIN.
SO **YOUR** ANCESTORS WERE KNIGHTS OF HYRULE? **MINE TOO!**
YES, THOUGH I DOUBT THEY WERE OF THE **SAME** BLOOD AS YOURS...DO NOT BE **DECEIVED** BY MY FORM... WHEN I DO BATTLE, I AM **TRANSFORMED** INTO A MONSTROUS **EAGLE** BY THE DARK FORCES OF THIS WORLD!
PERHAPS WE CAN JOIN FORCES TO FIND **PRINCESS ZELDA!**

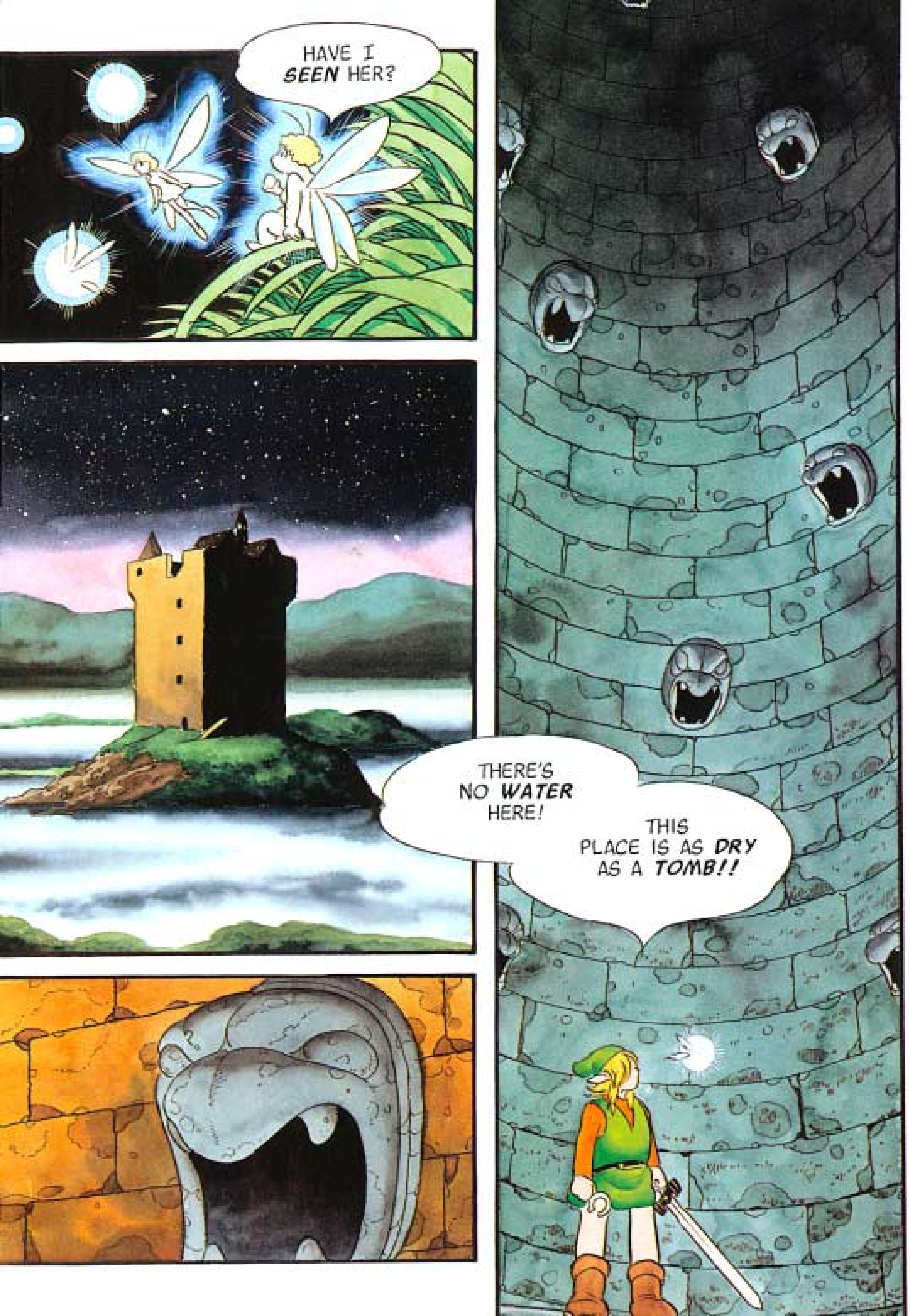

WHAT?! PRINCESS ZELDA IS HERE, IN THE DARK WORLD?!!
WHERE WERE THE KNIGHTS? WHY DIDN'T THEY PROTECT HER?!
THEY MUST BE MAD, GIVING A WEAKLING LIKE YOU THE MASTER SWORD AND SENDING YOU TO RESCUE HER!
WEAKLING?
I'LL SHOW YOU WHO'S WEAK!!
I'VE BEEN THROUGH A LOT TO GET THIS FAR! I HAVE THE PENDANTS OF POWER, WISDOM AND COURAGE TO PROVE IT!
I FIND THAT DIFFICULT TO BELIEVE, WITH YOUR LACK OF DISCIPLINE, AND OBVIOUS IMMATURITY...
WELL, I'M OFF TO FIND THE ENCHANTED SILVER ARROW...
...WITHOUT IT, NO ONE CAN DEFEAT GANON.
I HAVE A FEELING THAT THE TIME WILL COME WHEN WE MUST JOIN FORCES AGAINST HIM...
...UNTIL THEN, DO TRY TO STAY ALIVE.
STRANGE...
OF ALL THE CRAZY, MIXED-UP CREATURES IN THIS WORLD, THAT GUY BEATS 'EM ALL!

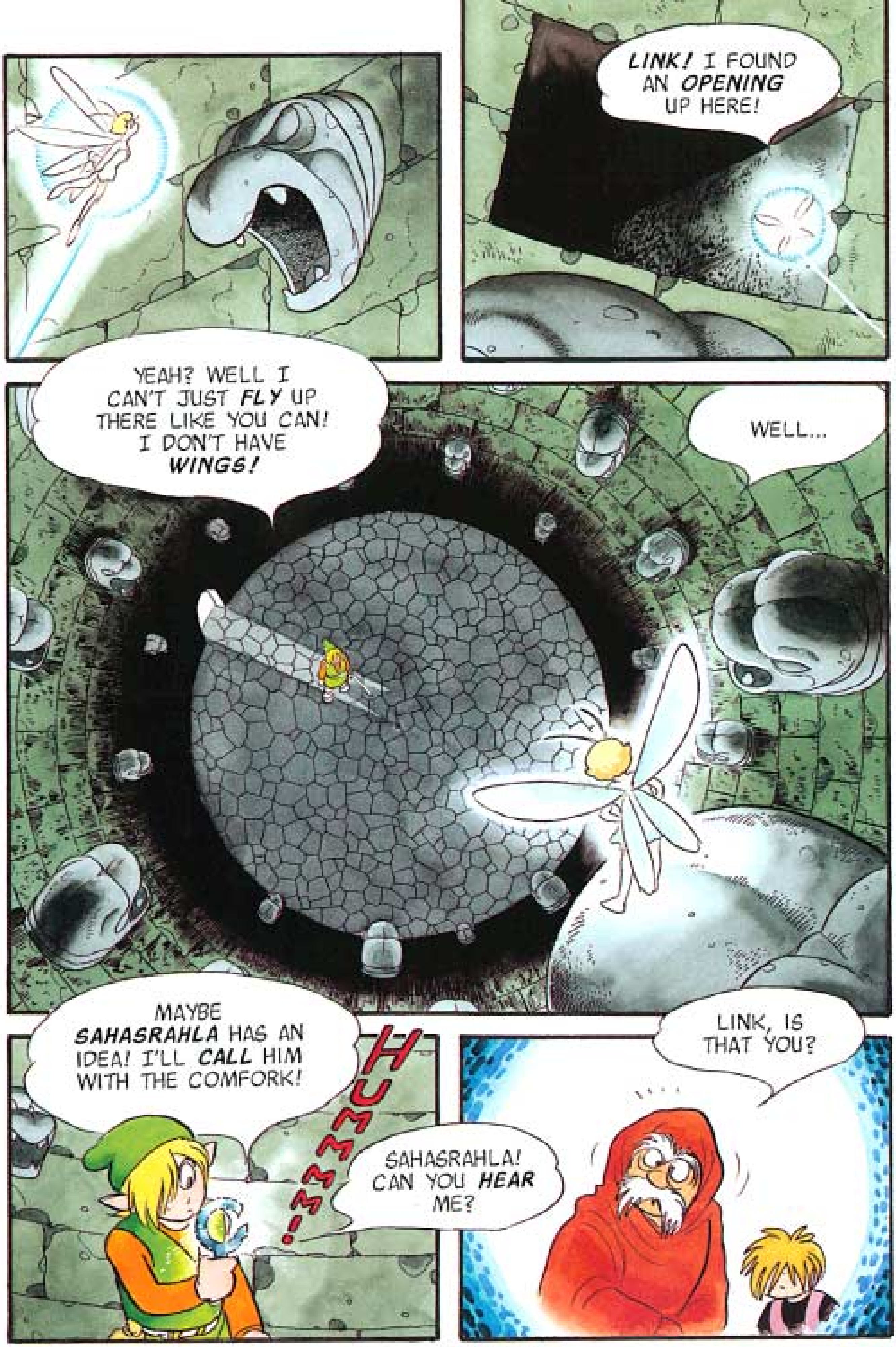

HUMMMM!
WHAT'S THAT NOISE?
...AND THE EASTERN PALACE WAS SHAKEN BY A QUAKE THAT ALMOST **LEVELLED** IT...
HUMMMM!
SAHASRAHLA!!
SHHH...DID YOU HEAR THAT? I THOUGHT I HEARD **LINK'S** VOICE...
I DIDN'T HEAR ANYTHING...
YOU MUST BE **HEARING** THINGS... AFTER ALL, YOU'VE BEEN THINKING ABOUT HIM A LOT LATELY...
YOU'RE PROBABLY **RIGHT.** ANYWAY, WHERE **WAS** I? YES, THE STRANGE PENDANT...
I CAN **SEE** THEM...
...WHEN THE **COMFORK** RINGS! THE GIRL IN THE CRYSTAL WASN'T **KIDDING** WHEN SHE SAID IT MIGHT BE **HELPFUL!**

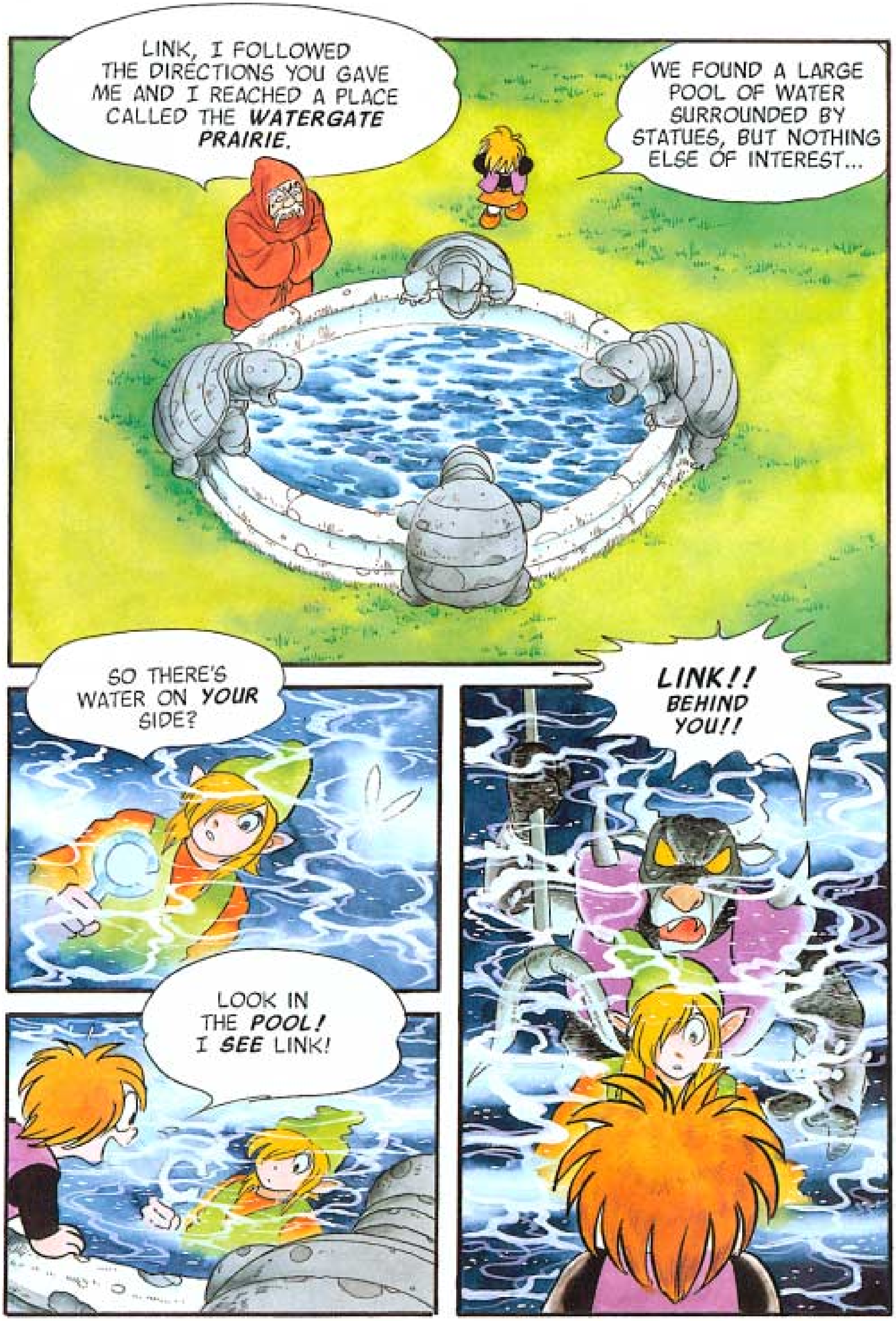

NOW *I* HEAR HIM!
BUT IF HE IS IN THE DARK WORLD...AHHH, IT MUST BE THE MAGICAL *COMFORK*, OF LEGEND! THE VIBRATIONS OF THIS CRYSTAL TUNING FORK CAN DISTORT TIME AND SPACE...
WHILE THE COMFORK *VIBRATES*, YOU CAN *COMMUNICATE* WITH BEINGS ON DIFFERENT PLANES OF EXISTENCE...
SO DO *I*...
LINK? I'M GLAD YOU'RE *SAFE!*
THROUGH THE COMFORK'S MAGIC, LINK TOLD HIS FRIENDS ABOUT HIS JOURNEY THROUGH THE DARK WORLD AND ABOUT HIS BATTLES AT THE PYRAMID AND THE PALACE OF DARKNESS. AS HE SPOKE, SAHASRAHLA NOTED SIMILARITIES BETWEEN THE DARK WORLD AND HYRULE ON HIS MAP OF THE LAND.

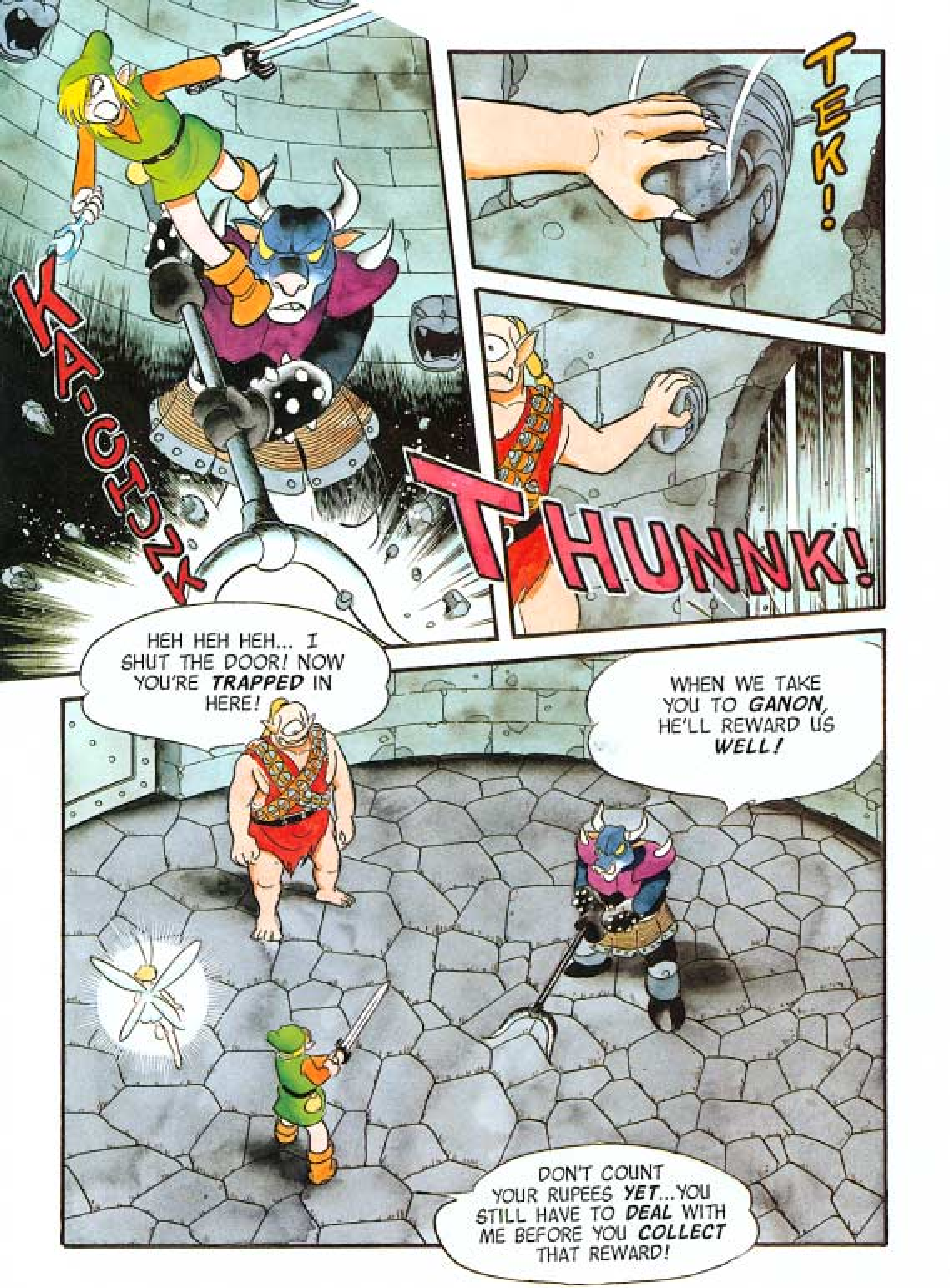

LINK, LISTEN! ACCORDING TO MY CALCULATIONS, THE LOCATION OF THE PYRAMID IN THE DARK WORLD CORRESPONDS TO THAT OF HYRULE CASTLE IN THE LIGHT WORLD!
THE PALACE OF DARKNESS, WHICH YOU DESTROYED, MUST SOMEHOW BE CONNECTED TO HYRULE'S EASTERN PALACE!
THAT EXPLAINS THE SUDDEN EARTHQUAKE...
THIS EVENT LEADS ME TO BELIEVE THAT THE DARK WORLD IS LIKE A WARPED REFLECTION OF OUR LIGHT WORLD, AND THAT THE TWO WORLDS ARE SOMEHOW CONNECTED!
I'M GLAD YOU FOUND A WAY TO COMMUNICATE WITH US, LINK!
ALSO, IT APPEARS THAT THE INNER CONTENTS OF YOUR MIND WILL ALSO INFLUENCE THE EXTERNAL SHAPE OF YOUR BODY IN THE DARK WORLD!
BECAUSE THE MIND OF THE MAIDEN WAS SO PURE, SHE WAS IMPRISONED IN THE CRYSTAL COCOON...

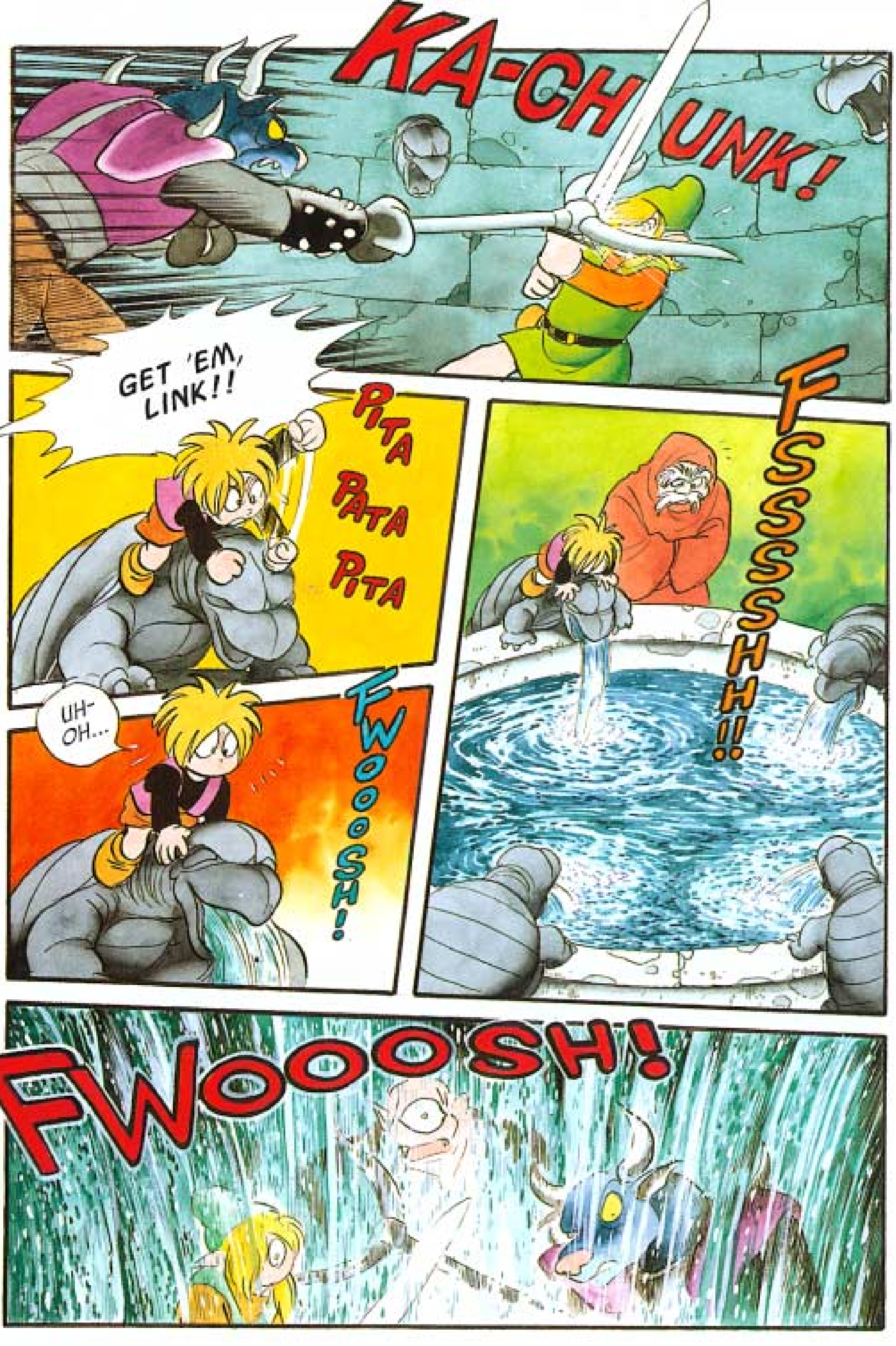

...AS MUST BE ZELDA!
SAY, I'M LOOKING FOR A GIRL SEALED IN A CRYSTAL COCOON. HAVE YOU SEEN HER?
LET ME ASK SOME OF MY FAERIE FRIENDS IF THEY'VE SEEN HER...
"YA KNOW, I OVERHEARD SOME MONSTERS TALKING ABOUT SOMETHING LIKE THAT NEAR THE SWAMP PALACE..."
THE SWAMP PALACE, EH?

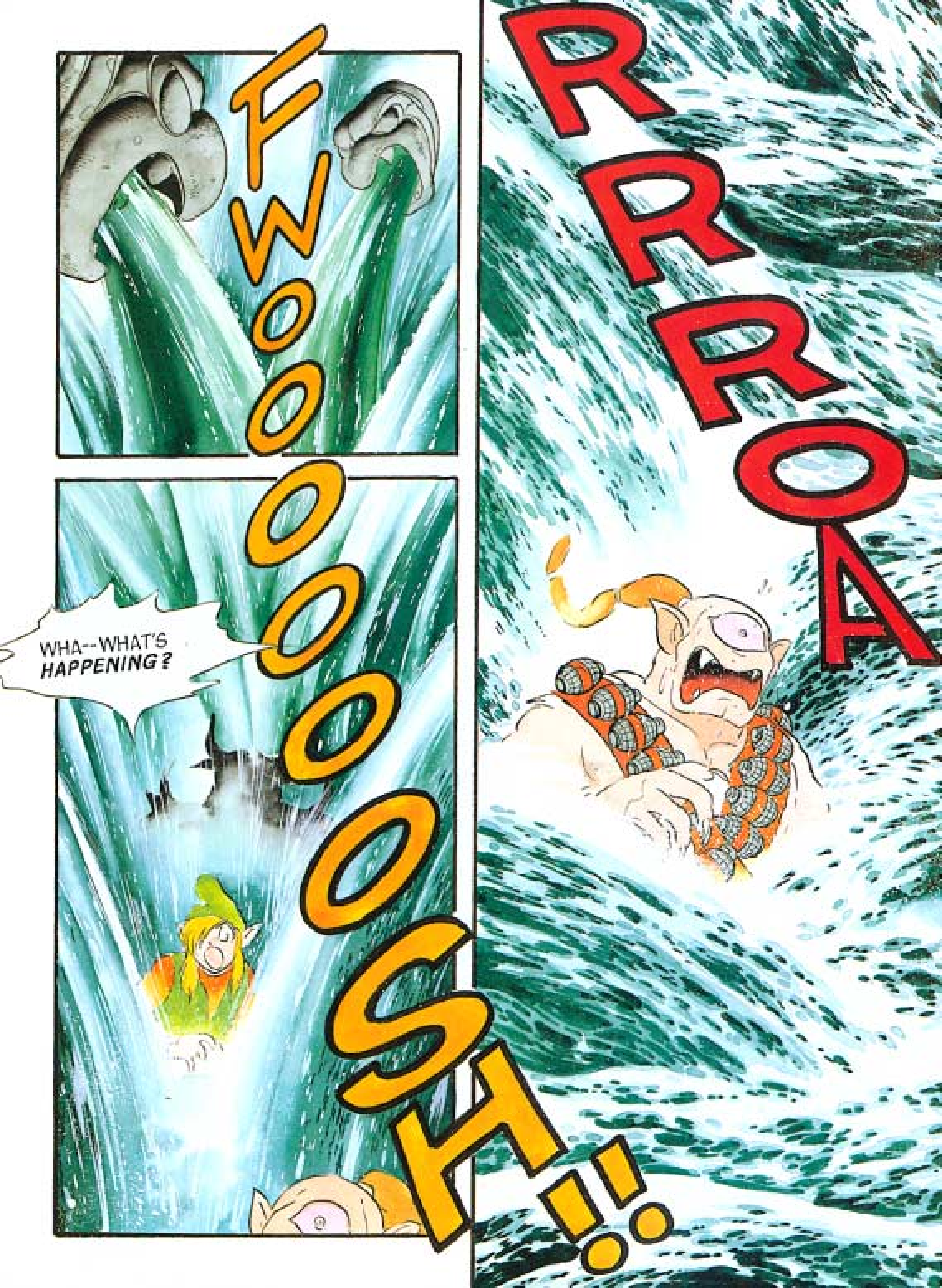

HAVE I *SEEN* HER?
THERE'S NO **WATER** HERE!
THIS PLACE IS AS **DRY** AS A **TOMB!!**

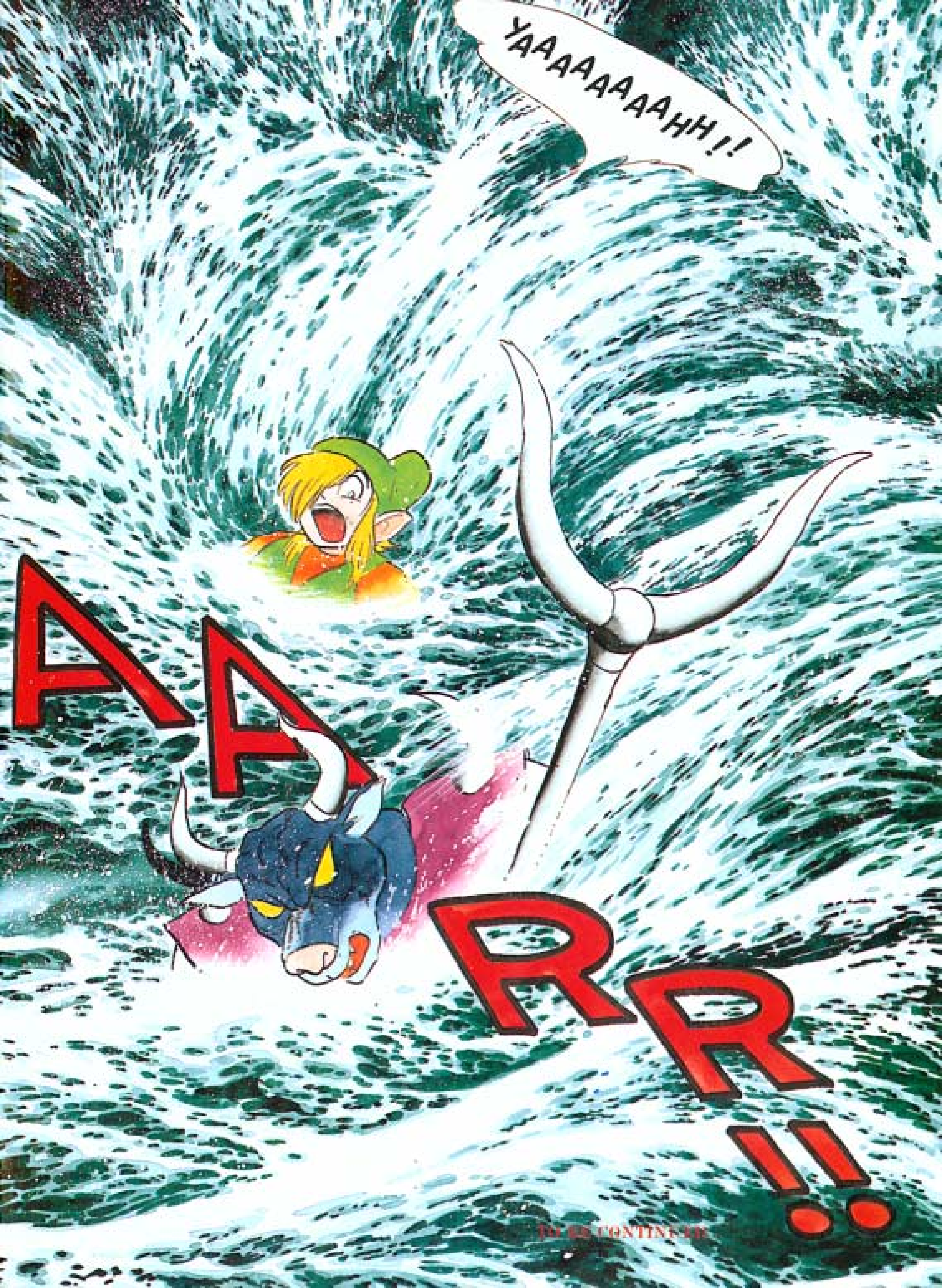

LINK! I FOUND AN OPENING UP HERE!
YEAH? WELL I CAN'T JUST FLY UP THERE LIKE YOU CAN! I DON'T HAVE WINGS!
WELL...
MAYBE SAHASRAHLA HAS AN IDEA! I'LL CALL HIM WITH THE COMFORK!
HUMMMM!
SAHASRAHLA! CAN YOU HEAR ME?
LINK, IS THAT YOU?


LINK, I FOLLOWED THE DIRECTIONS YOU GAVE ME AND I REACHED A PLACE CALLED THE ***WATERGATE PRAIRIE.***
WE FOUND A LARGE POOL OF WATER SURROUNDED BY STATUES, BUT NOTHING ELSE OF INTEREST...
SO THERE'S WATER ON ***YOUR*** SIDE?
LOOK IN THE ***POOL!*** I ***SEE*** LINK!
LINK!! BEHIND YOU!!


KA-CHUNK
TEK!
THUNNK!
HEH HEH HEH... I SHUT THE DOOR! NOW YOU'RE TRAPPED IN HERE!
WHEN WE TAKE YOU TO GANON, HE'LL REWARD US WELL!
DON'T COUNT YOUR RUPEES YET...YOU STILL HAVE TO DEAL WITH ME BEFORE YOU COLLECT THAT REWARD!

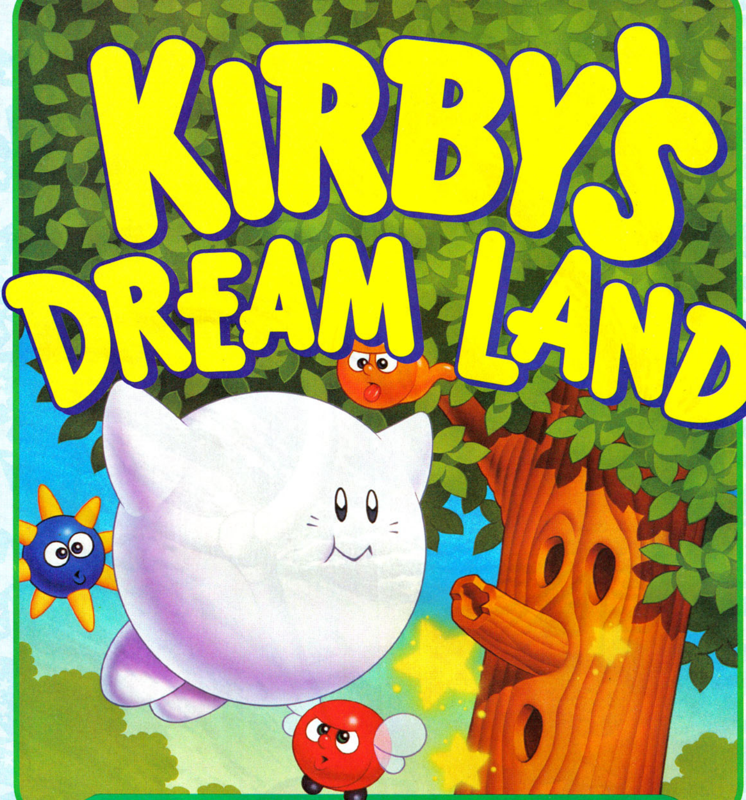

KA-CHUNK!
GET 'EM, LINK!!
PITA PATA PITA
UH-OH...
FWOOOOSH!
FSSSSSHH!!
FWOOOSH!


FWOOOOOOSH!!
WHA--WHAT'S *HAPPENING?*
RRROA


YAAAAAAAAHH!!
AARR!!

TO BE CONTINUED

KIRBY'S DREAM LAND™



HOOVER MANEUVERS

The residents of Dream Land led an extremely peaceful life until a gluttonous beast named King Dedede and his villainous henchmen invaded. They stole all of the Dream Landers' Sparkling Stars. In Dream Land, Sparkling Stars are used to gather food. Obviously, a lack of food can be a big problem. They needed help! The star of this Nintendo Game Boy show is a very versatile little critter named Kirby. He can inhale most enemies and then spit them out at other enemies to give them a taste of their own medicine! By pressing Up on the Control Pad, Kirby will take a big gulp and fill his body with air so that he can float over obstacles and/or enemies. When Kirby is floating through the air, you can push the B Button and make him exhale a blast of air which can also wipe out a majority of Dream Land trespassers. If Kirby floats high enough and then exhales, he can come crashing down on an enemy and not take any damage. Kirby begins the game with six vitality "blocks." Each hit he takes from an enemy will cause him to lose a block. Go get 'em, Kirby. The people of Dream Land are counting on you!

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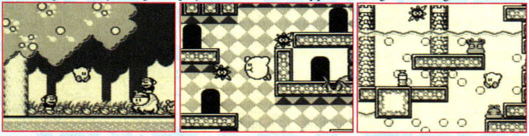
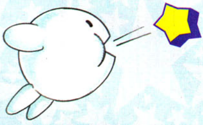
TERRIFIC TERRAIN

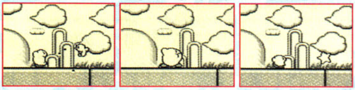
The graphics in Kirby's Dream Land are really great! Each level is different and that helps to make this a truly enjoyable game. Kirby will have no trouble negotiating the terrain, though—he can fly! Some levels are horizontally-oriented and some are vertically-oriented. This helps to vary the game play. Cinema scenes appear throughout the game as well.





KIRBY CLEANS UP!

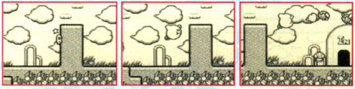
Kirby's mouth is his main weapon. To snarf up enemies, hold the B Button. To spit them out, press the B Button again. If you'd rather not have Kirby spit something out, you can make him swallow by pressing Down on the Control Pad.



A quote from Kirby about vacuuming enemies: "These guys don't taste too good. I think I'll get rid of them . . . quickly! There, that's much better."

SUPERIOR LUNG CAPACITY

Kirby can scoot along on the ground quite easily, but he's just as agile in the air. By simply pressing Up on the Control Pad, Kirby will take to the skies. You will have to use this technique to reach many areas in the game.



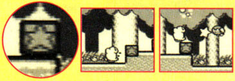
By pressing Up on the Control Pad and inhaling some air, Kirby can float up and over anything which blocks his path. He can spit air puffs while in the air, too.

ITEMS IN DREAM LAND

Each one of the items in this chart can be termed a "useful item." As you'll find, some are more useful than others. Use this chart when going through the game to determine the usefulness of items you come across.

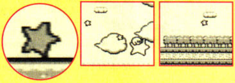
STAR BOXES

Star Boxes are placed in various locations throughout Dream Land. Kirby can inhale a box and use it as a weapon or he can inhale a box to clear a path.



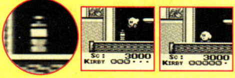
WARP STAR

When Kirby leaps on a Warp Star, he will be transported to the next stage or next section of the same stage. It's a really wild ride. Hang on, Kirby!



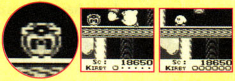
PEP BREW

This little bottle of vitamin mix is just the thing Kirby needs to give him some extra pep. Two vitality blocks will be refilled for every bottle taken.



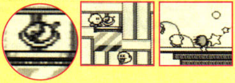
MAGIC FOOD BAG

Whatever it is in the bag—it's good! By munching a Magic Food Bag, Kirby's vitality meter will be restored to full. Don't miss picking these up!



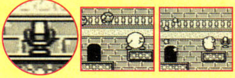
SPICY FOOD

A plate full of grub loaded with potent curry powder can really heat things up. When Kirby snarfs on the Spicy Food, he can puff in double time.



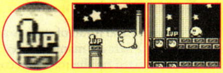
MICROPHONE

Kirby knows he isn't a very good singer, but when he wails into the Microphone, all of the enemies on the screen will disappear. Bravo, Kirby. Encore!



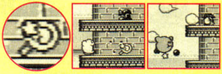
1-UP

Everyone knows the major importance of the sacred 1-Up. It is the item which is the most highly prized. Get all you can—there aren't many in the game.



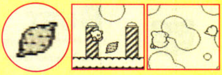
CANDY

Invincibility is a really cool thing! If Kirby snags one of these lollipops, he can mow down as many enemies as he wants to, but only for a short while.



MINT LEAF

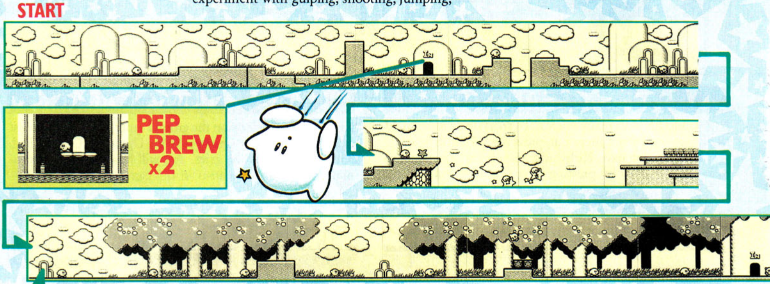
Kirby will take off and fly after he munches on a cool Mint Leaf. Hold down the B Button and he'll spit out a constant stream of powerful air blasts.



STAGE 1

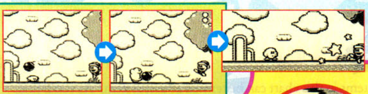
GREEN GREENS

The wooded lands of Green Greens look very peaceful and the characters look friendly. Don't let their looks deceive you . . . they're not! This is a fairly straightforward level that provides a player with a good opportunity to experiment with gulping, shooting, jumping, floating and flying. Kirby will grab a Warp Star halfway through the Stage. It will take him to meet Poppy Bros. Sr. Go through the door marked by the word "In" to find a couple of Pep Brews.



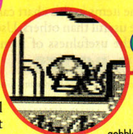
POPPY BROS. SR.

Stay on the left side. Inhale the Bombs that Poppy Bros. Sr. tosses at you and then spit them right back at him. He'll be toasted by three direct hits.



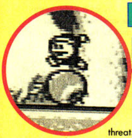
BADDIES ON PARADE

Kirby's Dream Land is full of strange and varied enemies. Our hero, Kirby, must deal with them all. There are many more enemies than the ones shown here, but this chart will get you started on the road to recognizing the prime Dream Land invaders. As a rule of thumb, collect every single item and puff at everything that moves.



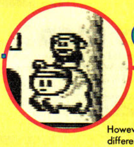
CAPPY

Think of this mushroom character as a villain with a hat. Kirby can gobble up his hat and then spit it right back at him to cap him off.



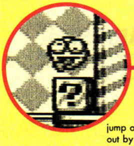
POPPY BROS.JR.

This squirt is usually riding on the back of an apple or a Grizzo. He's not much of a threat. He's a good target to practice dive-bombing on.



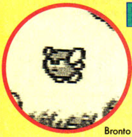
GRIZZO

Because of Grizzo's size, it seems like an unlikely event that Kirby could inhale one. However, the Grizzo is no different from any other foe.



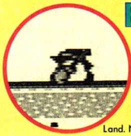
HURLY

This sick puppy pops up from some "?" blocks when Kirby attempts to jump over them. Lure them out by moving near the block and then gobble them up.



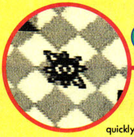
BRONTO BURT

This flying pest can be a threat if he gets too close. We're confused as to why he's named Bronto because he doesn't look anything like a brontosaurus.



BROOM HATTER

The Broom Hatter has high aspirations and thinks it is going to clean up in Dream Land. Not so! Kirby has his eye out for this bewitching blob.

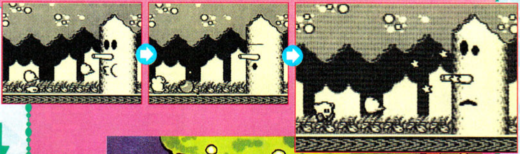


GORDO

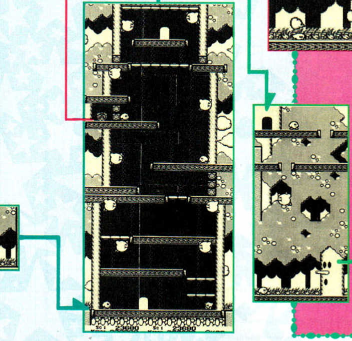
Gordo moves rather slowly in the vertical plane. His spiked protrusions will quickly damage Kirby if he comes in contact with them.

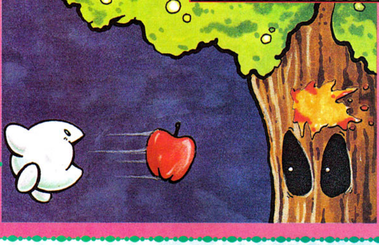
WISPY WOODS

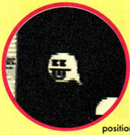
Wispy Woods spits out a couple of air blasts to try to ward you off. Crouch down or jump and float upward to avoid them. Inhale the apples which fall from the top of the screen and then spit them out to give this tall timber the axe. This tree is also known as "The Larkspur Liar."



MAGIC FOOD

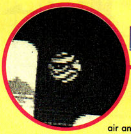






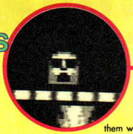
BOOLER

This unfriendly ghost is one of the speedier enemies in Dream Land. Move into position quickly and then gobble up the ghost with one big gulp.



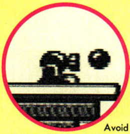
MUMBIES

Kirby can't inhale the Mumbies—he can ruffle their wrappings, though. Take a gulp of air and then shoot it at the Mumbie to defeat it.



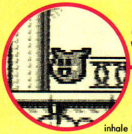
KABU

Kabu appears and disappears, but doesn't move much. Don't try to walk past them when they are invisible—they don't stay that way for long.



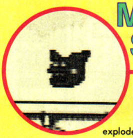
SHOTZO

Shotzo the cannon is indestructible and will never stop firing its cannon balls at Kirby. Avoid it by staying as far away from it as possible.



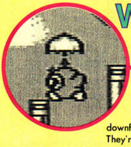
SCARFY

Scarfy is a deceiving character. He looks like a friendly sort of mutt, but don't try to inhale him—he'll get meaner than a bitin' dog and attack.



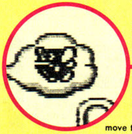
MUTANT SCARFY

This is what Scarfy looks like after Kirby tries to inhale him. He's mad! Scarfy will explode violently if he's touched by any object.



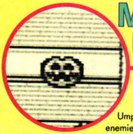
WADDLE DEE

Waddle Dee and its first cousin, Waddle Doo, will try to gang up on Kirby. Their downfall is their intelligence. They're not too smart.



KOOZER

This little dark creature will home in on Kirby and make a kamikaze run at him. A quick move to the B Button will take care of him, though.



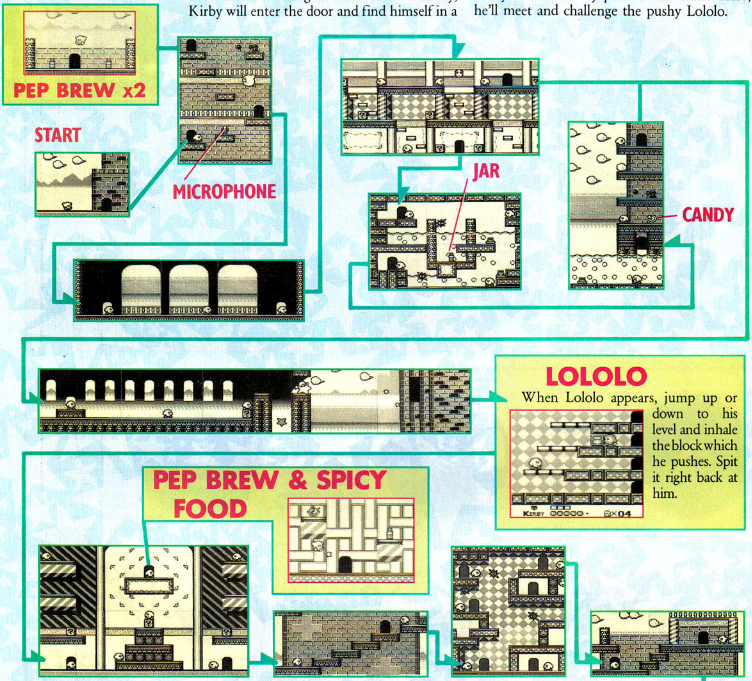
MR. P. UMPKIN

If you see this enemy, you'll know that you're a good player. Mr. P. Umpkin and various other enemies are "extra" special.

STAGE 2

CASTLE LOLOLO

A couple of vaguely familiar characters rule the chambers of this castle. As you might expect, castles have many doors. Castle Lololo is no exception. By pressing Up on the Control Pad while he is standing in front of an archway, Kirby will enter the door and find himself in a new room or area. Make sure that Kirby jumps off the ledge and grabs the Warp Star, which appears just past the long hallway containing Boolers and Mumbies. The Warp Star will take Kirby to the halfway point of the castle. Here, he'll meet and challenge the pushy Lololo.

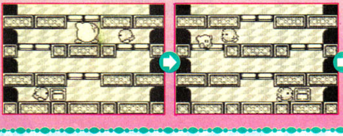


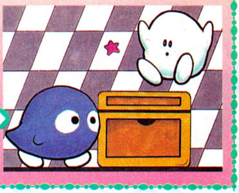
LOLOLO

When Lololo appears, jump up or down to his level and inhale the block which he pushes. Spit it right back at him.

LOLOLO & LALALA

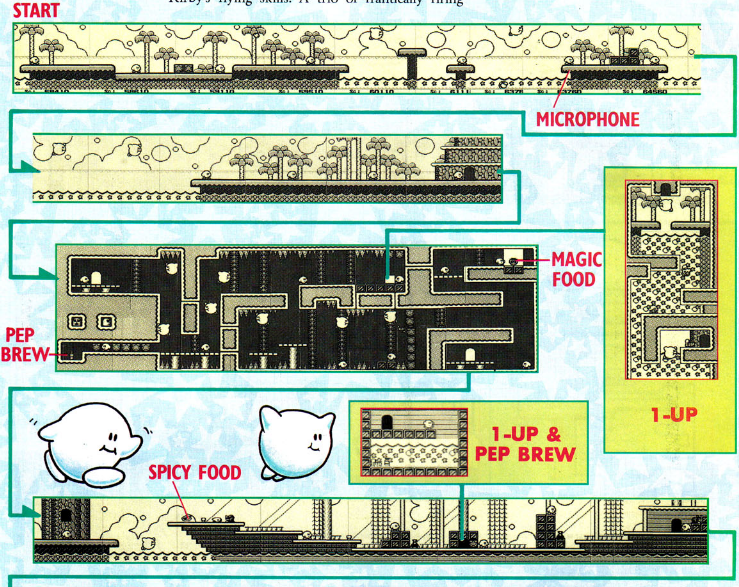
Lololo returns, but he's brought a friend! Make good use of the levels by jumping up or down to gulp the blocks and then spit them at the twins.

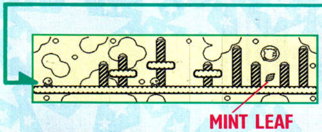




STAGE 3 FLOAT ISLANDS

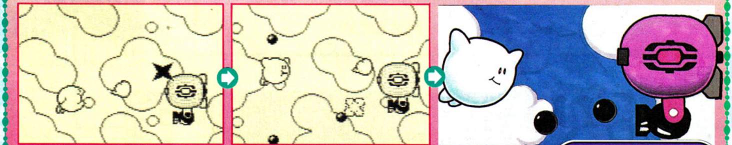
The three main areas of the dreaded Float Islands have their own specific dangers. Watch out for falling Coconuts in the first area. They're a bit difficult to spot when Kirby is on he run. The spiked floors and ceilings in the second area will test Kirby's flying skills. A trio of frantically firing Shotzos and various winged enemies will also test Kirby's flying skills in the third area. Check the map to locate the easy 1-Up in the second area.





KABOOLA

The fight with Kaboola is fairly simple—snag the Mint Leaf and press the B Button to fire at Kaboola. One thing to remember: when Kaboola starts spinning, fly to the top or bottom of the screen because it will try to crash into Kirby.

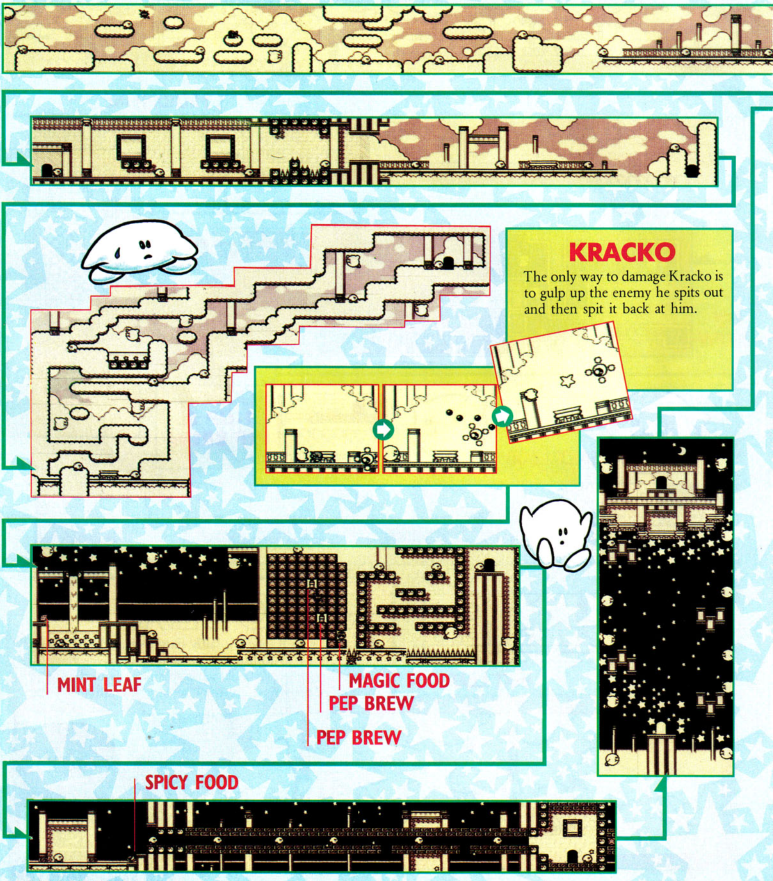


STAGE 4

BUBBLY CLOUDS

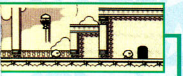
By the time Kirby reaches Bubbly Clouds, he should be an ace flyer and air-blast marksman. The flying enemies in this stage can give Kirby troubles, but this, I believe, is the point which all enemies try to convey. There are two hidden 1-Ups in this stage. They can be extremely helpful to a Dream Lander who is running low on lives. Explore every nook and cranny in the clouds and corridors to find hidden passageways leading to 1-Ups. Find one 1-Up before and one 1-Up after the first confrontation with Kracko.

START



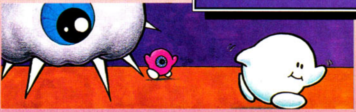
KRACKO

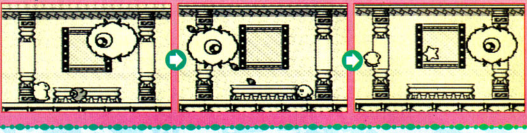
The only way to damage Kracko is to gulp up the enemy he spits out and then spit it back at him.



KRACKO

Kracko's back! He's beefed up, too! Kirby should use the same battle tactics as before, but now he needs to watch out for Kracko's swooping attacks. Jump over Kracko when he swoops down.

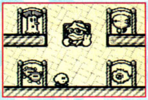




STAGE 5

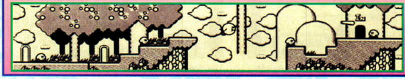
MT. DEDEDE

The main bosses, which Kirby defeated in each of the four previous stages, are back again at Mt. Dedede. Kirby will have to trek through four brief "mini-stages" and challenge the bosses again. You can choose the order in which you fight the bosses.



STAGE 1 GREEN GREENS

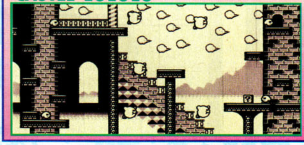
WISPY WOODS



It's really pitiful that Wispy Woods thinks he can stop Kirby. He failed miserably in his first attempt. Just pelt the temperamental timber with apples again and move on.

STAGE 2 CASTLE LOLOLO

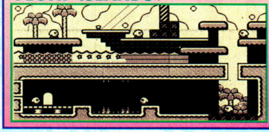
LOLOLO & LALALA



Lololo and Lalala have sped up their attacks. Kirby will have to be quick in order to grab their blocks this time. Be patient and look for good opportunities. Touch the character that looks like Kirby to gain entrance to the lair.

STAGE 3 FLOAT ISLANDS

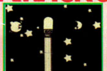
KABOOLA



Kirby needs to touch his clone to get rid of the Gordo that blocks the entrance to Kaboola's realm. This time, it will take more hits to take Kaboola out of commission. Stay to the left and fire constantly while avoiding Kaboola's cannon balls.

STAGE 4 BUBBLY CLOUDS

KRACKO



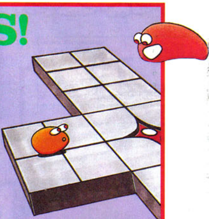
Touch Kirby's clone to clear the Gordo and then enter Kracko's domain. Remember the previous battles with Kracko and stick with the exact same game plan.

KING DEDEDE AWAITS!

LAZLO'S LEAP™

DTMC Inc. © Hect 1992

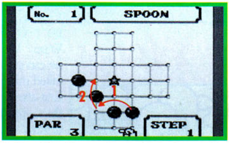
LEAPIN' LIZARDS!



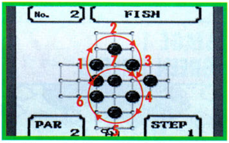
Lazlo is leaping around the board in DTMC Inc.'s new title for Game Boy. It's perfect for those of you who are hard-core puzzle players with the patience and persistence to figure out a sequence of moves that will clear the board and let you finish on the star space in dead center. You begin each puzzle with pieces already arranged on the board, and your goal is to eliminate the pieces with as few moves as possible. There are many ways to solve the puzzles, but each has a "Par," or a standard number of moves to shoot for. Your score is tallied like golf scores are, so you'll finish over, under or even with Par. You can register two names and save your progress, letting you rest your eyes and resume play later. Whether you compete against the game or against another puzzle fiend, Lazlo's Leap is a certified brain-drainer.

JUST THE BASICS

The first two puzzles introduce some basic moves that will help you solve other, more complex puzzles later in the game. As long as you continue to move the same piece, it counts as only one step, no matter how many times you leap. As soon as you switch to a different piece, it counts as a step. In these first two screens, you learn to leapfrog around the board.



In this configuration, use the piece in the lower right to leap left and up beside the star in one step.

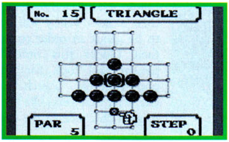


Use the center left piece to circle the board in one step. Land between the right-most piece and center.

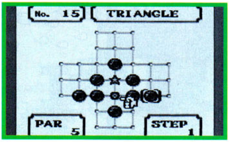
15

TRIANGLE

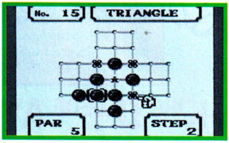
To clear the Triangle without going over Par, you'll do a triple jump around a square. First, move the center piece down, then jump left one space with the piece from the far right. With the piece just left of your landing space, go around the board clockwise, ending up beside the piece on the far left. With a single move you'll wipe out four other pieces. Two more moves will bring you in at Par.



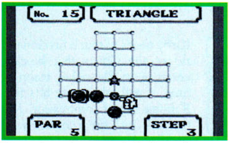
Take on the tricky Triangle. Start by leapfrogging the center piece down to the next clear space.



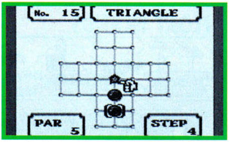
Go west, young man (or woman)! Leap over from the right to land in the empty space below the star.



Move over one spot and leapfrog around the central square, eliminating four dots on your way.



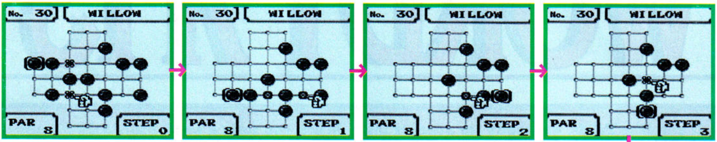
Now you're ready to set up the final move. Leap back to the center from the left, using a fourth step.

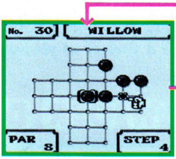


Shoot for the star. From below, leap over the last extra piece and land in the center of the grid.

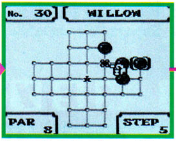
30 WILLOW

Eleven pieces crowd the grid in the Willow puzzle, which has a Par of eight. If you get a good start, the sequence falls neatly into place. Double up on the first couple of moves, as shown, then make a series of single leaps to eliminate the rest of the pieces. Start at the upper left.

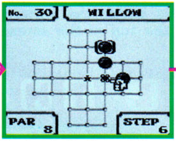

No. 30
WILLOW
PAR 8
STEP 0
STEP 1
STEP 2
STEP 3


No. 30
WILLOW
PAR 8
STEP 4

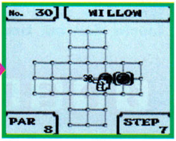
Hop to it. Leap from the star in the center over to the right, step four.


No. 30
WILLOW
PAR 8
STEP 5

Lazlo, come on down! For your sixth step, leapfrog down to the next empty space.


No. 30
WILLOW
PAR 8
STEP 6

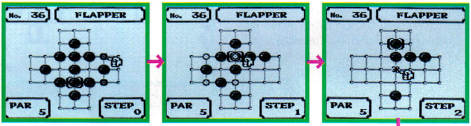
Jump from the right side towards the center to prepare for the final sequence.

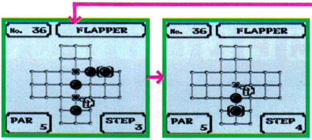

No. 30
WILLOW
PAR 8
STEP 7

Only one piece stands between you and the star space. That's Par for the course.

36 FLAPPER

What's the big flap? Puzzle 36's grid has 11 pieces, and you have only five steps to remove them. Begin in the lower center, as shown. Leap to the right, then up. Next, activate the piece in the center of the upper cross and leap around to form a complete square, eliminating four pieces. Hop from above down to the center, then use the piece in the upper right to move down to just below the center star. Now you can use your last step to leapfrog from below to dead center.

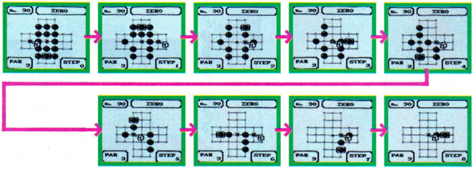

No. 36
FLAPPER
PAR 5
STEP 0
STEP 1
STEP 2


No. 36
FLAPPER
PAR 5
STEP 3
STEP 4

Things are hopping here! Follow the steps in the photos above, beginning with the shot in the upper left. Unflappable puzzlers will have no trouble solving the problem without exceeding Par.

90 ZERO

Puzzle 90 is packed with pieces—14 to be exact. Make all nine allowed steps count to clear them all. To begin, use the piece in the center of the bottom row to hop up over one row and to the left over another. Next, jump down one and to the right from the center of the top row. Leap down from the upper right and towards the center from the far right. For your fifth step, bound from the lower left up and over to the right. That sets up the final sequence.


No. 90
ZERO
PAR 9
STEP 0
STEP 1
STEP 2
STEP 3
STEP 4
STEP 5
STEP 6
STEP 7
STEP 8

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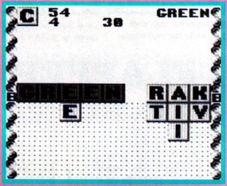
WORDTRIS™

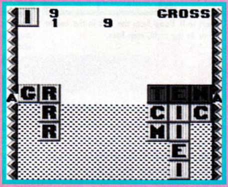
If you like Tetris, get ready for another fast-paced puzzler for Game Boy. In this new game from Spectrum Holobyte you're challenged to form words using the lettered blocks that fall from the top of the screen. When you form a word, the blocks disappear, but if they reach the top of the screen, you're history. You have to think fast—and spell well. With four levels ranging from Children's to Expert, it's suitable for a variety of players.

SPELL THE KEY WORD

The number of points you earn per word depends on its length and point value of the letters used to spell it. You can clear the screen and rack up points by spelling the key word that appears in the upper right corner of the screen. A good strategy is to use one side of the screen to spell the key word while you spell shorter words on the other side.



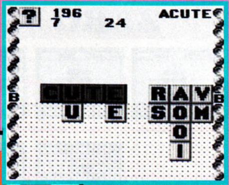
Spell the key word to clear all letter blocks from the screen. You'll earn points for each.

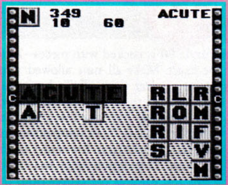


While you work at putting the key word together on the left, spell short words on the right.

COMPLETING WORDS

You have to be careful about the order in which you place letters to form words. The game clears the first word it recognizes, so if you complete smaller words within the one you're trying to build, it will clear those letters and you'll have to start over. To earn more points, save key letters until last and complete longer words.

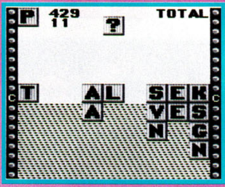




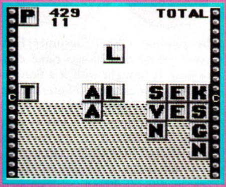
If you try to build the word "ACUTE," you can't place the "A" last. The computer will recognize the word "cute" and clear those letters from the screen.

THE MYSTERY BLOCK

When the Mystery Block appears, press the A Button to scroll from A to Z or the B Button to scroll from Z backwards to A. You can run through lots of letters if your stack of letters is low, but when they're high, you won't have much time. As your level increases, blocks start falling faster, which also makes the scrolling more frenzied. The game randomly chooses a letter if you don't.



As the Mystery Block falls, you can run through the alphabet and change it to whatever letter will be most helpful. You have to move quickly, though.



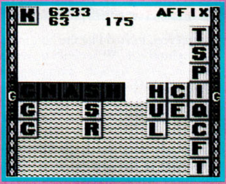
Change the Mystery Block to an "L" to complete the word "ALL." You have to scroll through lots of letters to reach "L," so nimble fingers are helpful.

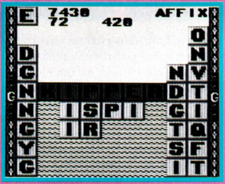
AIM FOR HIGH SCORES

Instead of just creating lots of short words to clear blocks, you can hold out for longer, more complicated words and get higher scores. For big payoffs, try to make unusual words that need seldom used letters.

TEST YOUR VOCABULARY

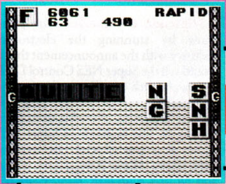
Words don't necessarily have to be really long to yield lots of points. Unusual letter combinations and offbeat words can cough up big bonuses—but trying to complete them can also push your stacks to the top. Get out your thesaurus!





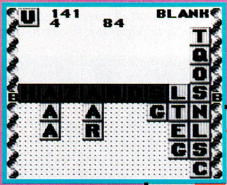
EXTRA FOR X'S

Those hard-to-use letters, such as X, Q and Y are worth more than common ones are. Don't be dazed, don't be fazed. Quiz yourself quickly. Tax yourself! Exert some extra effort! Yearn for more points than you made yesterday.

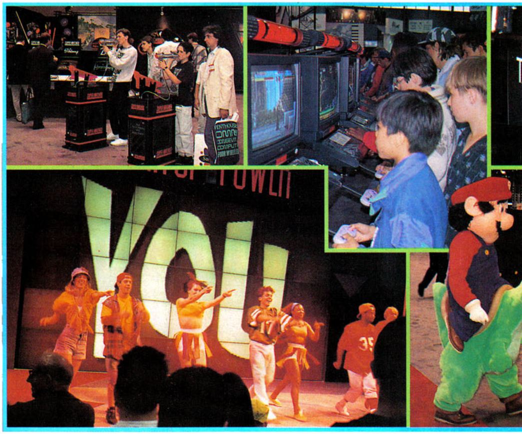


LOAD ON THE LETTERS

In early levels, the game tallies words of three or more letters, but don't let that limit your imagination. You can form words of up to nine letters, so make them as long as possible to score big. It's harder, but the payoff is worth the effort.



SUMMER-



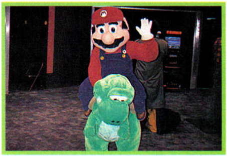
The summer CES (Consumer Electronics Show) in Chicago came early this year. It brought with it a flood of new titles for all three Nintendo systems. But that wasn't the only flood. For the first time in CES history consumers were invited to view and play the hot titles of the future. Show-goers got a feast of fun and hands-on experience in the 76,000-square-foot Nintendo booth—the biggest in CES history. Thousands of players flocked to a huge arcade featuring every current Super NES title, while others crowded in to get a look at upcoming titles such as NCAA Basketball, Mario Kart and Mario Paint. There was video and live entertainment, an interactive Mario who joked with the crowd, video Game Counselors and video sketch artists. But fun is serious business and the real purpose of CES is for retailers to decide what products they'll carry over the next six months. The Chicago show is particularly important because it covers the holiday season when so many consumer purchases are made. Read on for a rundown of the latest and greatest from Nintendo and its licensee companies.

Nintendo of America started the show by stunning the electronics industry with the announcement that it would sell the Super NES Control Deck separately with one Controller for the remarkable price of $99.99. That was just the beginning of the big news from the Big N. The highlighted Super NES games were greeted with rave reviews, particularly *Mario Kart, Mario Paint,* and *NCAA Basketball. Battle Clash* for the Super Scope got lots of play time as did *Yoshi* for the NES. *Super Mario Land 2* was heralded as the biggest game ever for Game Boy.

Over at the **Capcom** booth and around the entire show everyone was talking about *Street Fighter II.* The arcade and Super NES smash (and bash) hit was displayed on a giant multiscreen display. But Capcom dazzled players with other titles as well. *Mystical Quest Starring Mickey Mouse* dazzled players with beautiful graphics and whimsical animation. The first look at *MVP Football* was limited to a few screens, but the game has real potential. More big news from Capcom was its announcement of *Mega Man V* for the NES and *The Empire Strikes Back* for Game Boy.

All the brochures from **Acclaim** weighed about a ton, which is fitting for a company that has become a heavyweight in the software ring. As if to prove the truth of this, Acclaim hosted an autograph session with one of the greatest heavyweights of all time, George Foreman, who will appear in video bouts on all three Nintendo systems. *Bart's Nightmare,* finally nearing completion, looked like the best Simpsons spinoff yet. What could be cooler than a giant Bartzilla stomping on Springfield? How about Bartman battling Radioactive Man on the NES? Or *Bart Vs. The Juggernauts* for Game Boy? One version of T2, *T2: The Arcade Game,* may even match the hip-shooting action of the coin-op hit by using the Super Scope. Acclaim is also working on *The Amazing Spider-Man and The Uncanny X-Men: Arcade's Revenge* in which you can control four of the X-Men and Spider-Man through their own missions. Two versions of *The*

Players had the chance to try out the newest games in Chicago.


Mario and Yoshi were on hand to greet game players from around the world.

C.E.S. '92

COUNSELORS' CORNER!
LIVE TO A GAME COUNSELOR ON A VIDEO PHONE
them your Nintendo game play questions!
Nintendo
SUPERMAN
SUPER NINTENDO ENTERTAINMENT SYSTEM

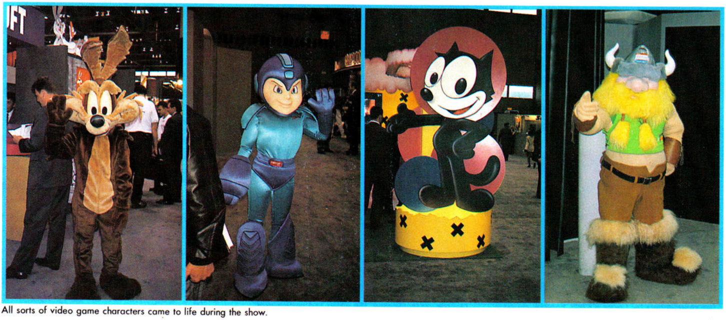
SCORE! POWER!
NINTENDO POWER
A VIDEO PHONE
play questions!

Show attendees who stumped the video game counselors got a prize from Nintendo Power.

Incredible Crash Dummies—one for NES and one for Game Boy—are also scheduled to come out by the end of the year. *Alien 3* for all three systems will feature movie elements and realistic character animation . . . and that's just for starters.

Konami always comes through with some of the hottest titles at every CES. *Batman Returns*, although only a few demo screens were shown, became one of the most talked about future games. The early version of *NFL Football* for the Super NES sported 360 degree scrolling views and options for everything from weather conditions to stadiums. *Cybernator*, a side-scrolling, Super NES robotic shooter, had the feel and excitement of Contra III while *Prince of Persia* for the Super NES featured the exceptional animation of the Game Boy and NES versions, but with an all-new adventure. One of the more innovative programs shown was *Tiny Toon Cartoon Workshop*. Using nine Tiny Toon characters, you can create animated, five-minute cartoons.

Road Runner's Death Valley Rally from **Sunsoft** impressed players with big graphics and supersonic game play speeds. Throughout this action-packed side-scroller, Wile E. Coyote tries to nab the Road Runner, with predictably disastrous results. *Batman: Revenge of the*



All sorts of video game characters came to life during the show.

SUPER HIGH IMPACT
GAME BOY

Acclaim put together one of the most impressive displays at CES.

Joker will be coming out for both the NES and Super NES while the most famous of all caped crusaders, *Superman*, should land in a store near you by the end of the year. *Blaster Master II* is also in the works for the Super NES, but don't expect to see it until next year. Sunsoft plans to produce more Looney Tunes games in the future, including *Mixed-up Melodies*, a Game Boy action title with seven Looney Tunes characters like Sylvester and Tweety, Porky Pig, Bugs Bunny and Daffy Duck. *Taz*, starring the Tazmanian Devil, will be the next Super NES Warner Bros. game from Sunsoft.

Interplay has made a name for itself with innovative games like *Out of this World*, and the tradition continues with *Claymates* and *Vikings*, two Super NES offerings expected by the end of the year. Claymates puts you in control of animated clay creatures, each with its own power. There're both fast action and challenging puzzle play in this game. Vikings begins when three unsuspecting Norsemen get kidnapped by aliens. The rest of the game is dedicated to getting the lost but lovable barbarians home again.

Cyberpunks and cavemen were the themes at **Data East**, where two new versions of *Joe & Mac* were showing—one for the NES and one for Game Boy. The NES version had amazingly good graphics with multiple scrolling backgrounds. *Shadowrun* is an action adventure for the Super NES based on a Cyberpunk role-playing game. The three quarters, overhead view gives a feeling of depth to the shadowy world of Future Seattle. *Ultrabots: Sanction Earth* was also nearing completion and should be released this fall.

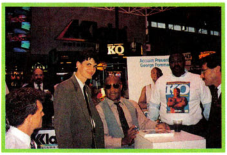
At **Ocean**, a game starring an ant was only part of the big news. *Push Over* for the Super NES is a puzzle game in which G.I. Ant must position various types of domino blocks so they knock over all the dominoes on a stage. A Game Boy version of *Lemmings* is also in the works. Movie properties have always been popular subjects for video games and Ocean is betting that will be the case for *Cool World* and *Lethal Weapon 3* for the Super NES, not to mention a sequel to their popular *Addams Family* game. *Prince Valiant* for the NES is a medieval action game based on the ageless comic strip.

WING COMMANDER
MINDSCAPE
TAITO

The cheerleaders for Capcom's NFL Football during a rare break in the action.

American Sammy surprised most show-goers by demonstrating the first mouse-controllable RPG for the Super NES. *Might & Magic III* had only been in development for a few weeks, but you could still point and click through some vivid scenes. *Battle Blaze* for the Super NES has the feel of a street fighting game with 70 action moves and the setting of a fantasy RPG. *Football Fury* is a simple football game that emphasizes player control instead of lots of plays. Two Game Boy titles were also shown—*Ninja Taro*, an adventure game, and *Rolan's Curse II*.

For those who could stand still long enough, artists sketched them with Mario Paint.



George meets George. The video and professional boxing worlds may never be the same again!

One of the most prolific licensees over the past year has been **Virgin Games**, and that doesn't seem to be changing. This time they showed a Super NES hockey game, *Super Slap Shot*, with international teams and a fighting option. Super Slam Dunk is also on the way along with *M.C. Kids* and *Spot II*. *Fables & Fiends: The Legend of Kyrandia* is an interesting looking fantasy adventure for the Super NES that is said to be the first of a series. *Color a Dinosaur* for the NES skews very young while *Caesar's Palace* for Game Boy will be targeted at older audiences.

T*HQ is following in Virgin's footsteps by planning the release of a ton of games. In addition to *Rocky & Bullwinkle*, *Where's Waldo*, *Robosaurus*, *James Bond Jr.*, *Race Drivin'* and *Family Dog*, T*HQ showed an early version of *Home Alone 2* and announced licensing

Mario and Yoshi get into the act during the Turn Up the Power stage show.

The interactive Mario, or MIRT for short, drew crowds at video terminals everywhere.

agreements to make games based on Wayne's World and Ren and Stimpy.

This year may prove to be the year of the dogfight simulator, both in the air and in outer space. **Microprose** showed an early version of *Super Strike Eagle.* Four views, including a strategic view from a satellite overhead, give the pilot plenty of feedback. Also look for a more down-to-earth PC conversion, *Railroad Tycoon*, which lets you build a railroad empire. Continuing on into the reaches of deep space, you'll find **Mindscape's** *Wing Commander*, the hit PC simulation that looks as good on the Super NES as it did on the PC. Mindscape is also coming out with *Gods, Terminator*, and Cal Ripken Jr. Baseball. **Accolade** is pushing into uncharted territory with its new Super NES *Warp Speed*, also a first-person-view space simulator. The graphics on the early version look promising. Accolade also has turned the old Turrican II game into *Universal Soldier*, based on the movie with Jean-Claude Van Damme and Dolph Lundgren.

If action is your bag, *Felix the Cat* from **Hudson Soft** is an NES Game Pak in which Felix reaches into his magical bag of tricks to produce a lot of fun. *Super Shadow of the Beast* from **IGS** is an adaptation of the popular PC game from Pysgnosis. It looks better on the Super NES than on any of its previous formats. *Super Conflict* from **Vic Tokai** offers action of another sort—tactical battlefield action. This strategy game is based on the popular NES version of Conflict and puts you in command of an army, navy and air force, but this time you have animated battle scenes. *Final Fantasy Mystic Quest* from **Square** mixes adventure and RPG elements with terrific monsters in a Super NES Game Pak that looks like a winner. The news from **Tradewest** is that *Battletoads In Battlemaniacs* is undergoing furious development. *Pro Quarterback*, one of five football games featured at CES, is also in the works. Puzzle games of all sorts were previewed, from **Spectrum Holobyte's** *Wordtris* for the Super NES to *Hermetica* from **Bulletproof Software**, Spectrum Holobyte also teased show-goers with a few early screens from *Star Trek The Next Generation*, but don't expect to see this game until Spring of '93. The success of Lemmings has inspired a number of similar games, the most impressive of which is tentatively titled *Havoc* from **Jaleco** This Super NES title puts you in command of a small army of archers, miners, engineers, wizards and other characters. Jaleco also showed a nearly completed version of *Utopia*, a space colony simulation that will make use of the new Power Mouse.

In addition to Nintendo's *Battle Clash* and *T2: The Arcade Game* from Acclaim, the Super Scope was showcased in **Hi-Tech's** *Hunt For Red October* and **Kemco's** *BioHazard.* In Bio-Hazard, crosshairs appear on the screen, allowing you to aim without sighting through the scope. Also making an impact on the Super NES technology front was **ASCii's** model of their new *Super Advantage joystick.* Although it was kept under glass, the new controller looks well-laid out.

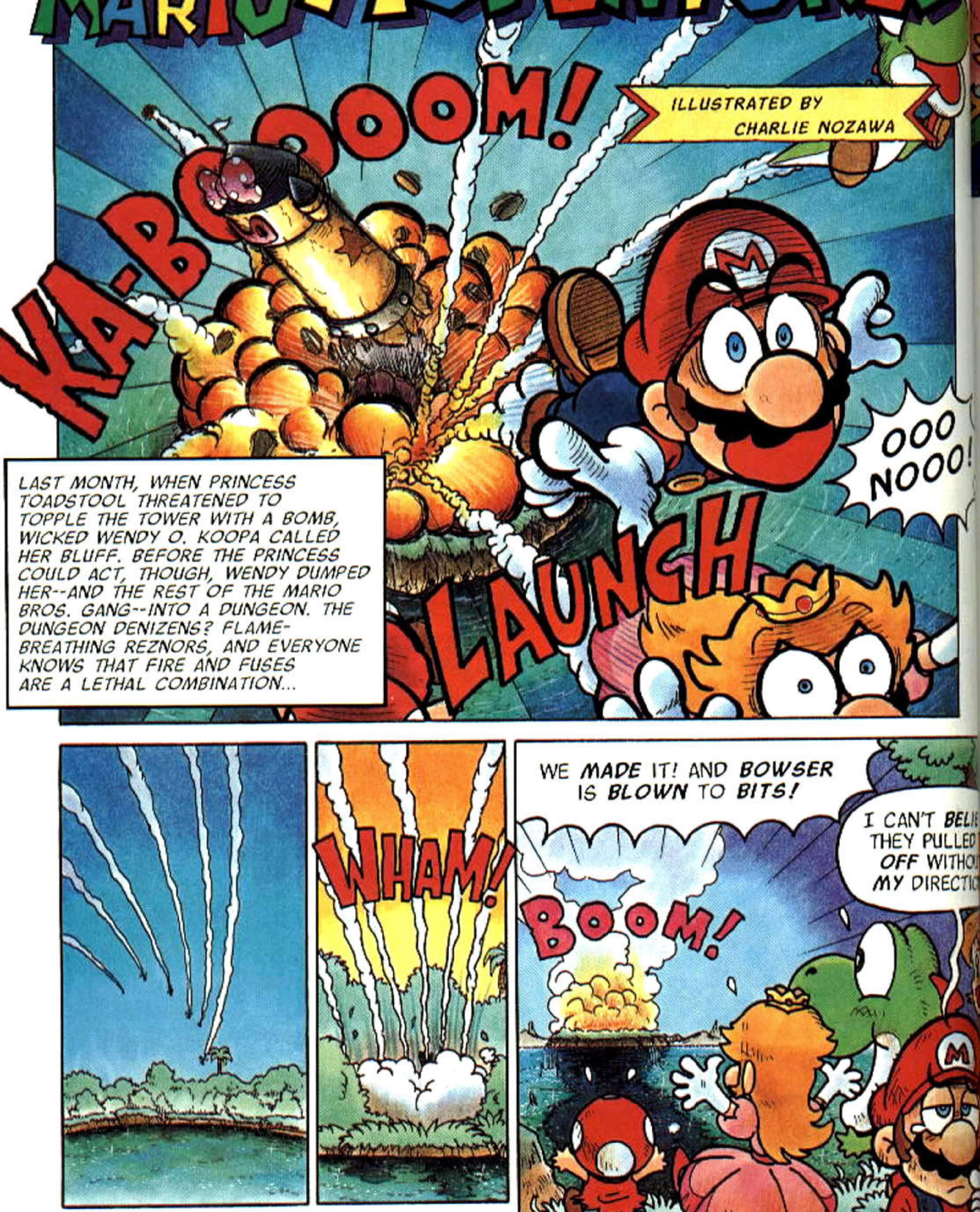
Sports games ranged from the traditional league-oriented Game Paks such as **Tecmo's** *NBA Basketball* for both NES and Super NES, to more unusual sports like the jet ski and motorcycle races of **Gametek's** *Kawasaki Caribbean Challenge. Amazing Tennis* from **Absolute** is finally ready to hit the courts, but **Hal America's** *College Football* is at least a year away from seeing any action. **Electronic Arts**, one of the leaders in sports games, has *Bulls Vs. Blazers* basketball and *NHL Hockey* on the way. *California Games* from **DTMC**, offers some wacky sports like hang gliding. **American Technos** is reintroducing the characters from River City Ransom in a series of NES street sport games, starting with *Street Challenge with Crash 'N The Boys. Best of the Best Championship Karate* from **Electro Brain** has some great options for customizing the characters and their fighting abilities.

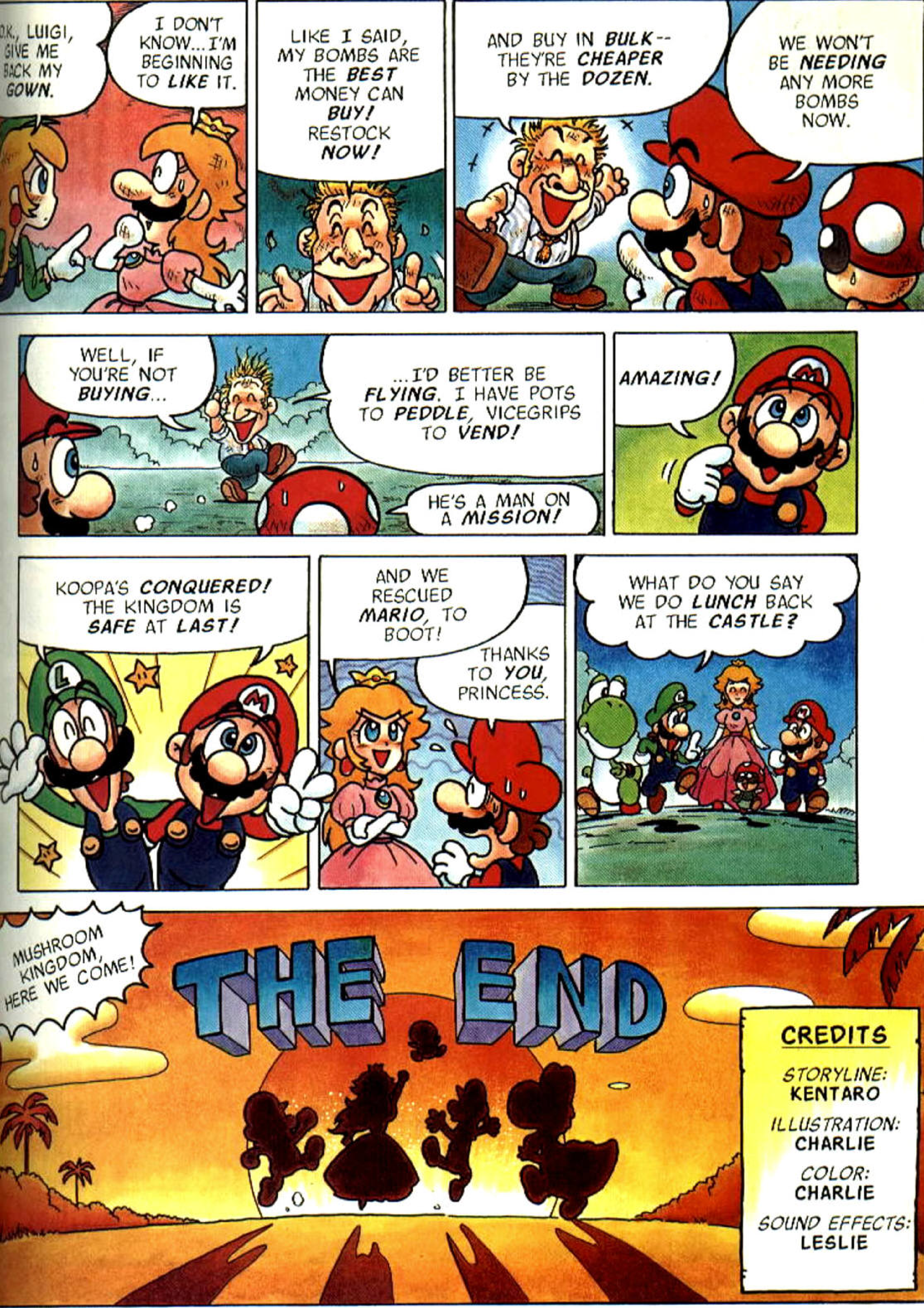
Finally, **JVC** and **Lucasarts Games** have combined with **Sculptured Software** to produce an impressive *Super Star Wars* Pak. This is action on a galactic scale, utilizing the Super NES Mode 7 functions, the stereo capabilities of the sound chip and digital graphics that seem to plunge you into the heart of the classic story. Until you've flown your X-wing down to the surface of the Death Star while dodging laser blasts from TIE Fighters, you haven't lived. So what's the wrap on CES? Simple. The future of video gaming has never looked so bright.

Street Fighter II looked better than ever on the giant multiscreen display.

SUPER MARIO ADVENTURES

ILLUSTRATED BY
CHARLIE NOZAWA


KA-BOOOOM!
LAST MONTH, WHEN PRINCESS TOADSTOOL THREATENED TO TOPPLE THE TOWER WITH A BOMB, WICKED WENDY O. KOOPA CALLED HER BLUFF. BEFORE THE PRINCESS COULD ACT, THOUGH, WENDY DUMPED HER--AND THE REST OF THE MARIO BROS. GANG--INTO A DUNGEON. THE DUNGEON DENIZENS? FLAME-BREATHING REZNORS, AND EVERYONE KNOWS THAT FIRE AND FUSES ARE A LETHAL COMBINATION...
OOO NOOO!
LAUNCH
WHAM!
WE MADE IT! AND BOWSER IS BLOWN TO BITS!
BOOM!
I CAN'T BELI THEY PULLED OFF WITHO MY DIRECTIO


O.K., LUIGI, GIVE ME BACK MY GOWN.
I DON'T KNOW... I'M BEGINNING TO *LIKE* IT.
LIKE I SAID, MY BOMBS ARE THE *BEST* MONEY CAN *BUY!* RESTOCK *NOW!*
AND BUY IN *BULK*-- THEY'RE *CHEAPER* BY THE *DOZEN.*
WE WON'T BE *NEEDING* ANY MORE BOMBS NOW.
WELL, IF YOU'RE NOT *BUYING*...
...I'D BETTER BE *FLYING.* I HAVE POTS TO *PEDDLE,* VICEGRIPS TO *VEND!*
HE'S A MAN ON A *MISSION!*
AMAZING!
KOOPA'S *CONQUERED!* THE KINGDOM IS *SAFE* AT *LAST!*
AND WE RESCUED *MARIO,* TO BOOT!
THANKS TO *YOU,* PRINCESS.
WHAT DO YOU SAY WE DO *LUNCH* BACK AT THE *CASTLE?*
MUSHROOM KINGDOM, HERE WE COME!
THE END

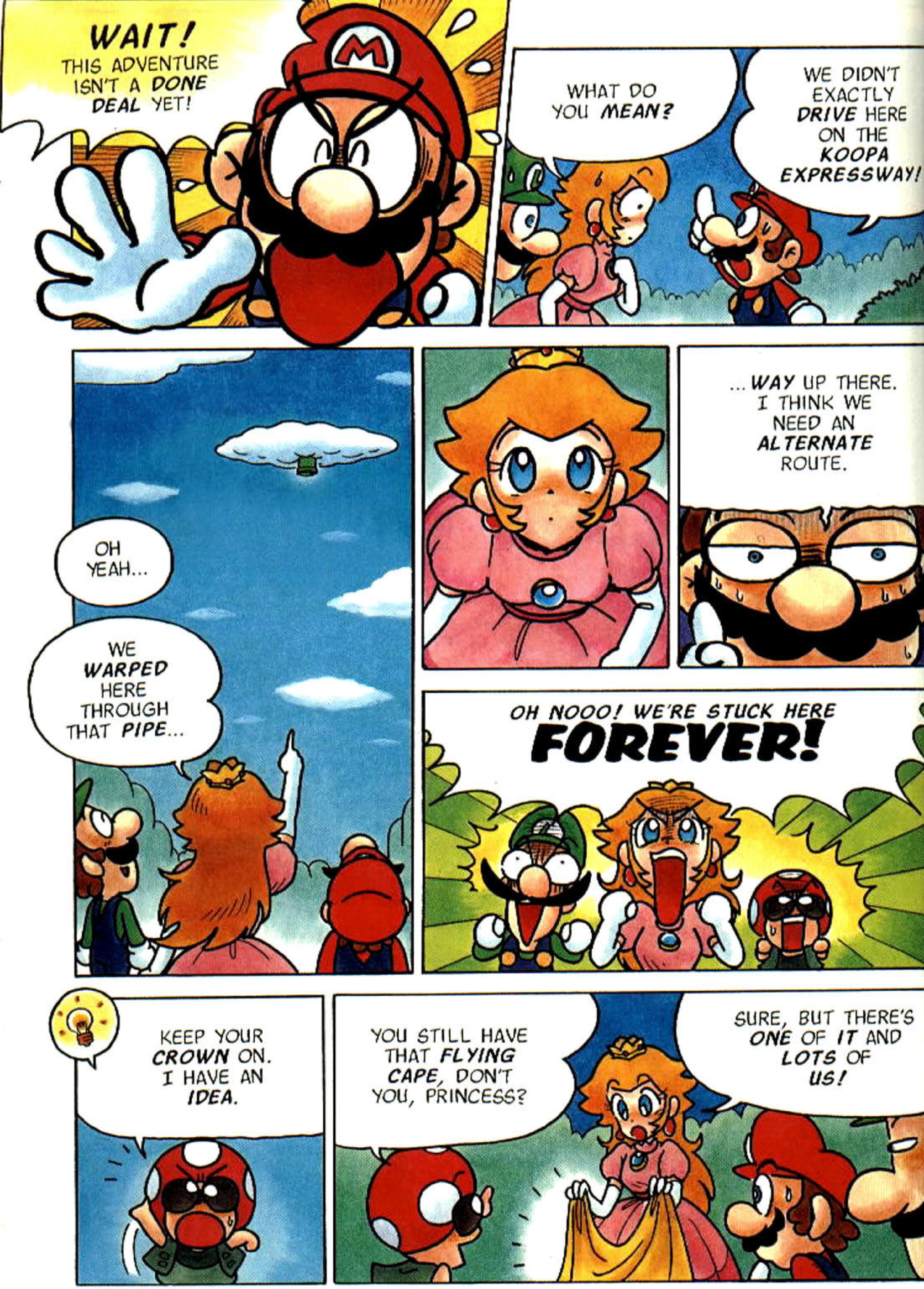
CREDITS

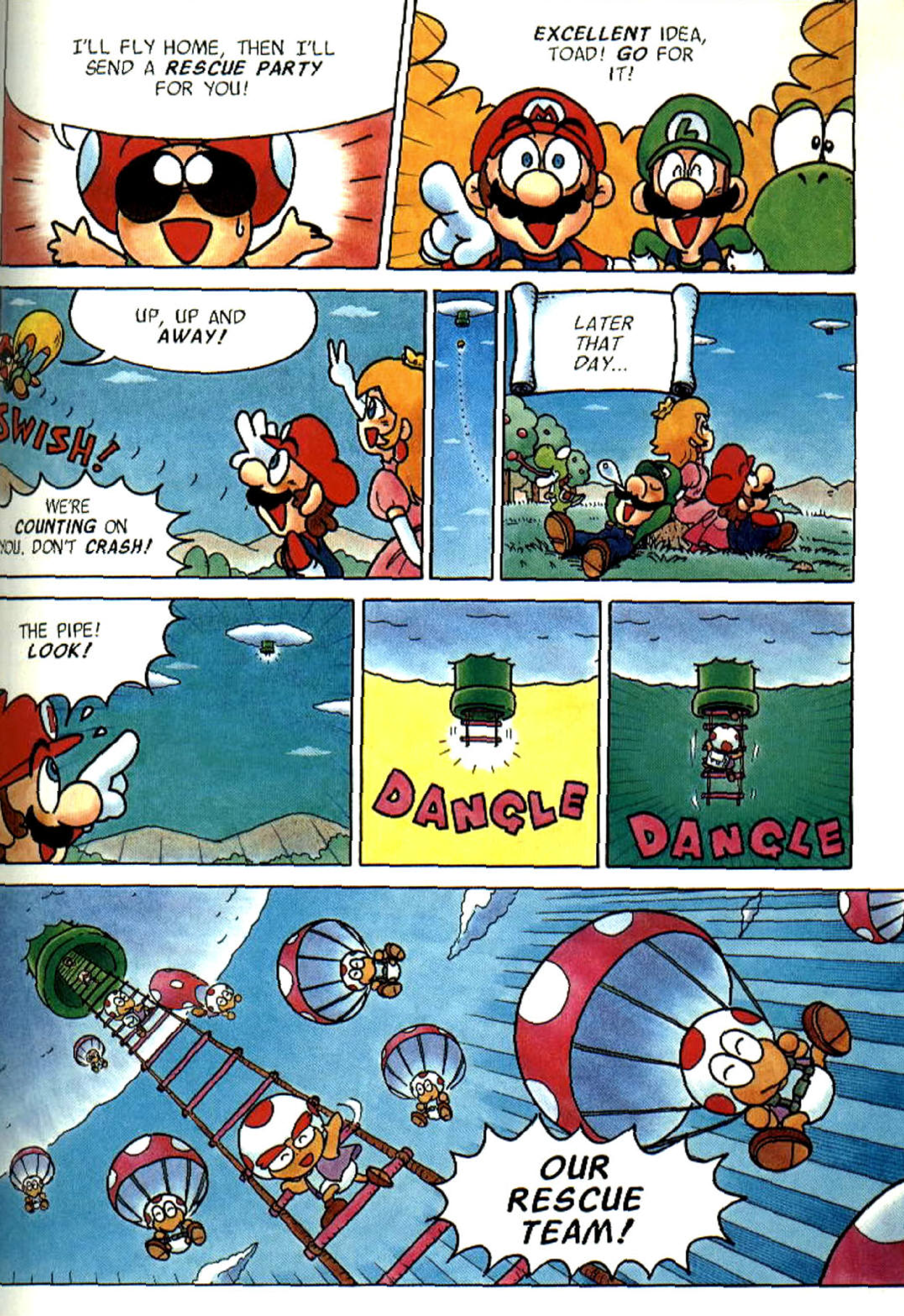
STORYLINE:
KENTARO

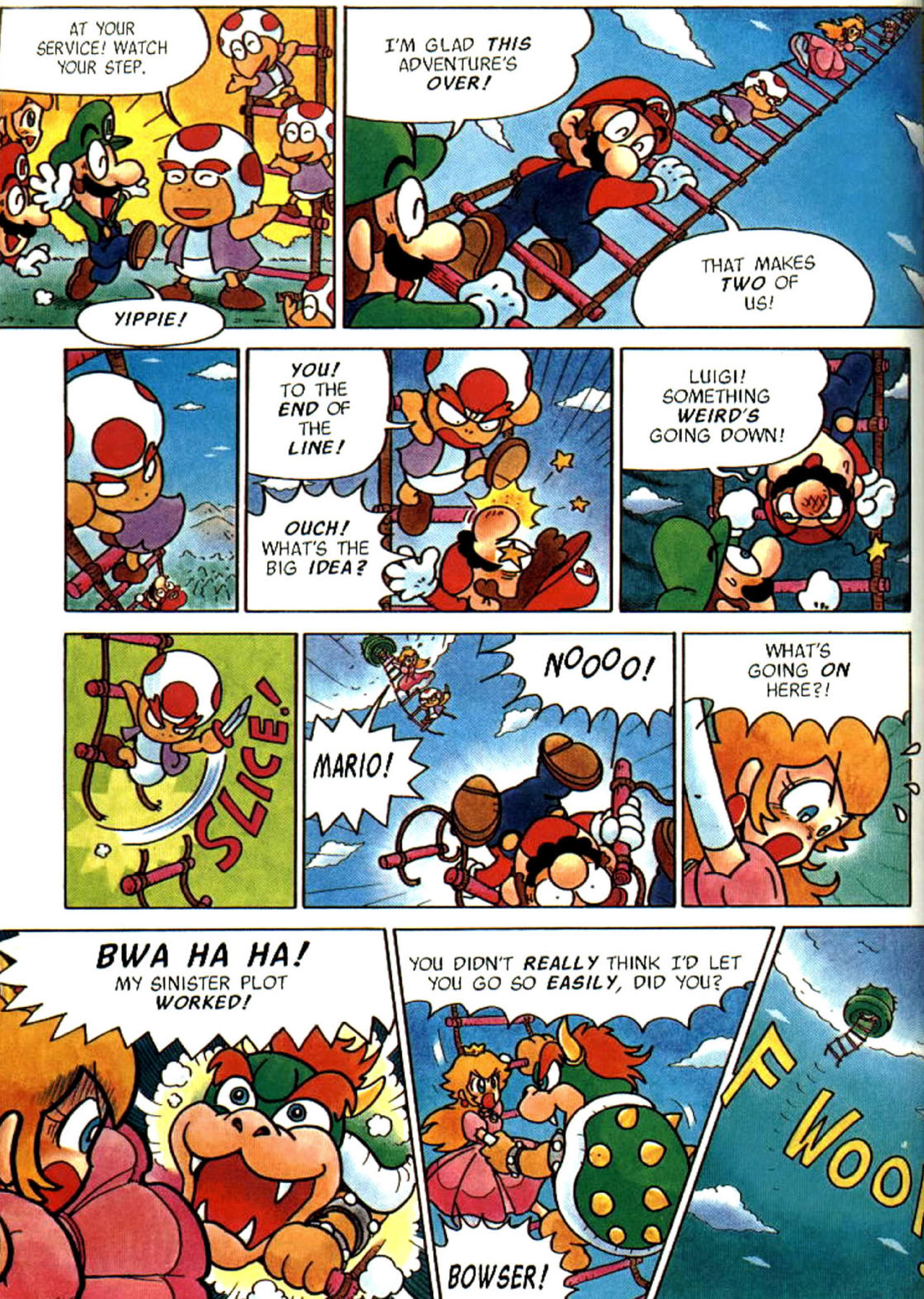
ILLUSTRATION:
CHARLIE

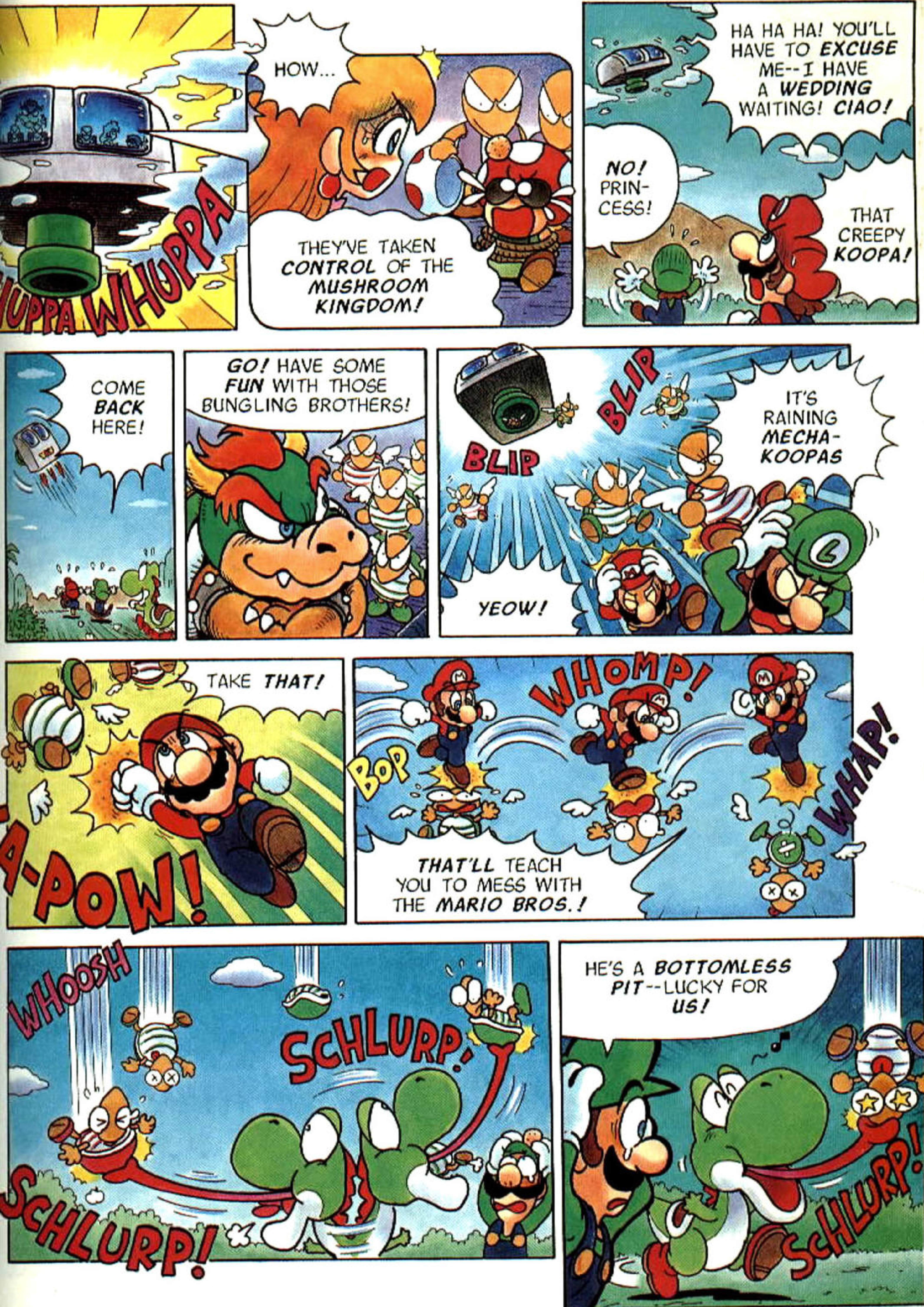
COLOR:
CHARLIE

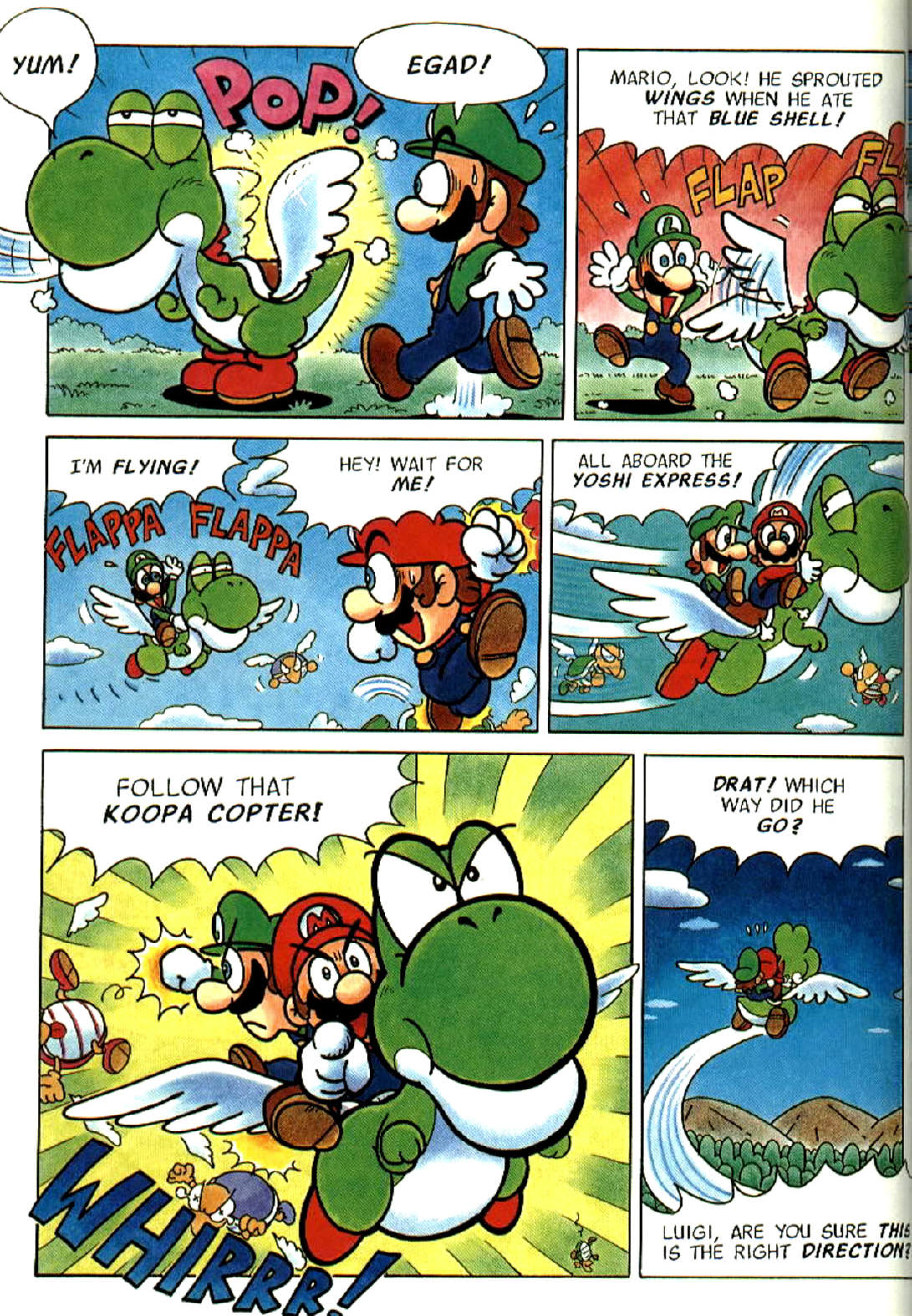
SOUND EFFECTS:
LESLIE

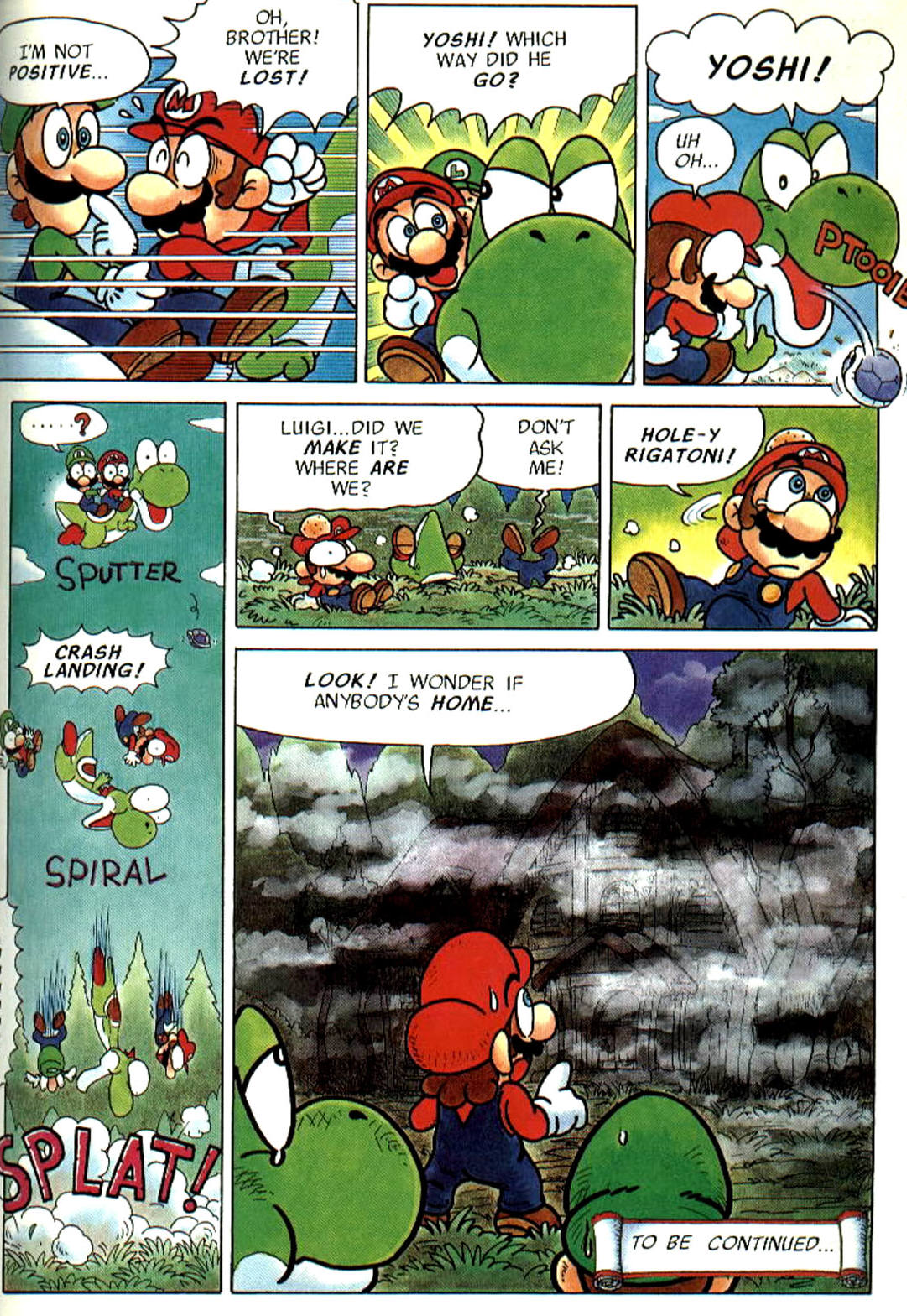

WAIT! THIS ADVENTURE ISN'T A DONE DEAL YET!
WHAT DO YOU MEAN?
WE DIDN'T EXACTLY DRIVE HERE ON THE KOOPA EXPRESSWAY!
OH YEAH...
WE WARPED HERE THROUGH THAT PIPE...
...WAY UP THERE. I THINK WE NEED AN ALTERNATE ROUTE.
OH NOOO! WE'RE STUCK HERE FOREVER!
KEEP YOUR CROWN ON. I HAVE AN IDEA.
YOU STILL HAVE THAT FLYING CAPE, DON'T YOU, PRINCESS?
SURE, BUT THERE'S ONE OF IT AND LOTS OF US!


I'LL FLY HOME, THEN I'LL SEND A **RESCUE PARTY** FOR YOU!
EXCELLENT IDEA, TOAD! **GO** FOR IT!
UP, UP AND **AWAY!**
SWISH!
WE'RE **COUNTING** ON YOU. DON'T **CRASH!**
LATER THAT DAY...
THE PIPE! **LOOK!**
DANGLE
DANGLE
OUR RESCUE TEAM!


AT YOUR SERVICE! WATCH YOUR STEP.
YIPPIE!
I'M GLAD THIS ADVENTURE'S OVER!
THAT MAKES TWO OF US!
YOU! TO THE END OF THE LINE!
OUCH! WHAT'S THE BIG IDEA?
LUIGI! SOMETHING WEIRD'S GOING DOWN!
SLICE!
NOOOO!
MARIO!
WHAT'S GOING ON HERE?!
BWA HA HA! MY SINISTER PLOT WORKED!
YOU DIDN'T REALLY THINK I'D LET YOU GO SO EASILY, DID YOU?
BOWSER!
FWOO


UPPA WHUPPA
HOW...
THEY'VE TAKEN CONTROL OF THE MUSHROOM KINGDOM!
HA HA HA! YOU'LL HAVE TO EXCUSE ME--I HAVE A WEDDING WAITING! CIAO!
NO! PRINCESS!
THAT CREEPY KOOPA!
COME BACK HERE!
GO! HAVE SOME FUN WITH THOSE BUNGLING BROTHERS!
BLIP
BLIP
IT'S RAINING MECHA-KOOPAS
YEOW!
TAKE THAT!
A-POW!
WHOMP!
BOP
WHAP!
THAT'LL TEACH YOU TO MESS WITH THE MARIO BROS.!
WHOOSH
SCHLURP!
SCHLURP!
HE'S A BOTTOMLESS PIT--LUCKY FOR US!
SCHLURP!


YUM!
POP!
EGAD!
MARIO, LOOK! HE SPROUTED WINGS WHEN HE ATE THAT BLUE SHELL!
FLAP
I'M FLYING!
FLAPPA FLAPPA
HEY! WAIT FOR ME!
ALL ABOARD THE YOSHI EXPRESS!
FOLLOW THAT KOOPA COPTER!
WHIRRR!
DRAT! WHICH WAY DID HE GO?
LUIGI, ARE YOU SURE THIS IS THE RIGHT DIRECTION?


I'M NOT POSITIVE...
OH, BROTHER! WE'RE LOST!
YOSHI! WHICH WAY DID HE GO?
YOSHI!
UH OH...
PTOOIE
.....?
SPUTTER
CRASH LANDING!
SPIRAL
SPLAT!
LUIGI...DID WE MAKE IT? WHERE ARE WE?
DON'T ASK ME!
HOLE-Y RIGATONI!
LOOK! I WONDER IF ANYBODY'S HOME...
TO BE CONTINUED...

COUNSELORS' CORNER!

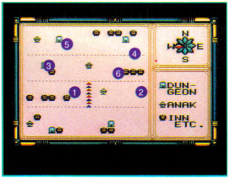
DRAKKHEN

HOW DO I FIND THE FIRST TEAR?

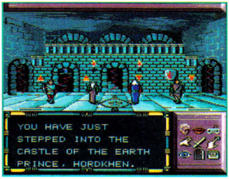
Robin Krouse

The first lesson in Drakkhen is to be patient. You can't miss an area and expect to move ahead. First off, walk east to Hordtkhen's Castle and enter it. Inside, touch the second symbol from the left, then go looking for Hordtkhen. When you find him, he'll suggest that you talk to his sister, Hordtkha. So off you go to Hordtkha's Castle, which is in the second area from the bottom of the map on the far right. Unfortunately, the place is in ruins. Gather what information you can, then return to see Hordtkhen. He'll power up your party for the difficult road ahead.

Now head toward the swamp area to the north. Go to the northwest to Haagkhen's Castle in the second area from the top on the left side of the map. Use the UNLOCK spell to work the drawbridge and gain entrance. Inside, touch the far right symbol. Search for the Prisoner, who will help you find Hordtkha. Next, visit the northeast Castle, then go to Naakhtkha's Castle (top left) in the icy, northern wastes. Touch the symbol second from the right, then take a winding path to find Hordtkha. After seeing Hordtkha and receiving the Second Tear, return to the swamp and Haaggkha's Castle for information on how to beat Hordtkhen. Finally, go back to battle Hordtkhen. If you win, you'll receive the First Tear.

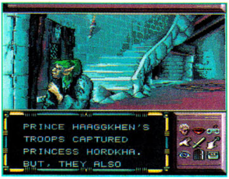


Castles: 1. Hordtkhen 2.Hordtkha 3.Haaggkhen 4.Naakhtkhen 5.Naakhtkha 6.Haaggkha



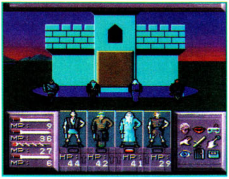
YOU HAVE JUST STEPPED INTO THE CASTLE OF THE EARTH PRINCE, HORDKHEN.

At Hordtkhen's Castle, break the barrier using the symbol second from the left.

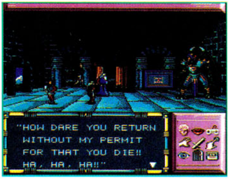


PRINCE HAAGGKHEN'S TROOPS CAPTURED PRINCESS HORDKHA. BUT, THEY ALSO

At Hordtkha's ruined castle, get information about her whereabouts.



Use the UNLOCK spell to lower the drawbridge at Haaggkhen's Castle.



"HOW DARE YOU RETURN WITHOUT MY PERMIT FOR THAT YOU DIE!! HA, HA, HA!!"

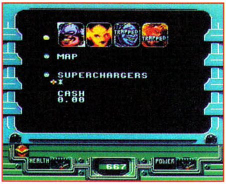
Get the Second Tear, visit Haaggkha, then battle Hordtkhen for the First Tear.

DEFENDERS OF DYNATRON CITY

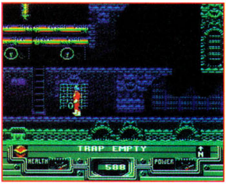
HOW DO I RESCUE A TRAPPED DEFENDER?

Paul Rush

If one of your heroes has been trapped, you'll find him or her in the sewers. In some of the sewers you will find barred gratings along the walls. That's where you'll find your friends. First, destroy all the enemies that appear in the sewer. Only after cleaning up the bad guys can you save a good guy. Press Up against the gratings using the same method that you use when entering a Store. If the trapped hero is inside, he will now be freed. If it is the wrong trap, you'll receive a message. Keep searching until all the Defenders are free.



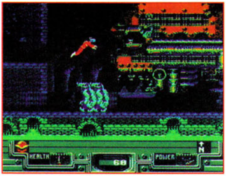
If a hero runs out of power, he or she will be trapped in the sewers.



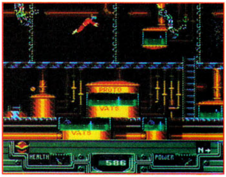
Push up on the gratings in the sewers to find and release trapped heroes.

HOW DO I GET INTO THE PROTO-COLA FACTORY?

Once you've cleaned up the sewers, you'll get a message that says: "Mutant monster making machine sighted on 2nd Street." When you reach 2nd Street, walk all the way to the right. There you'll find a mechanical skull, which you can defeat by hitting the Super Charger in its eye ten times. Avoid the gators and pick up the Super Charger when it falls out of the skull's eye. By picking up the Super Charger, you'll be transported to the first level of the Proto-Cola factory.



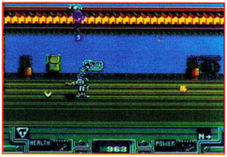
At the end of 2nd Street you must attack the mechanical skull in the eye.



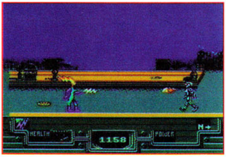
Blast the eye ten times to get the Super Charger, then go into the factory.

WHICH HEROES WORK BEST AGAINST WHICH FOES?

Each of the Defenders has certain strengths that can help you against particular enemies. Use them strategically to clean up the city. Toolbox's hard-hitting power and strong jump attack works best against flying and hopping robots, not to mention Mall Robosaurs and Atom Ed. Jet and Radium can destroy any of the robots as long as they have plenty of cars. Megawatt is also a good choice when faced with Mall Robosaurs and Gatomorphs, because she is so fast that she can avoid the slower moving foes. The Monkey Kid's banana bombs are well-suited for attacking flying robots and Loogie Hawks, while Buzzsaw Girl's backflip works wonders against Mall Robosaurs and Atom Ed -- that is as long as she has enough energy to keep moving.



The Mall Robosaur gets hammered by the pounding attack of Toolbox.



Megawat is a good choice for zapping robots, because she can dodge their shots.

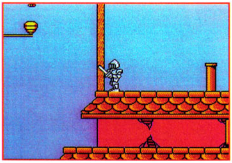
SEWER
HEALTH
1000
POWER
Buzzsaw Girl's backflip is a powerful attack against most enemies.

WIZARDS & WARRIORS III

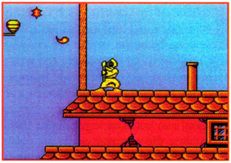
HOW DO I GET PAST THE BEEHIVE?

James Mayo

The Beehive at the top of the town will stop all but a Level One Wizard. After you find the Bronze Wizards Statue, take it to the Level One Wizards Guild. There you'll get the Fireball Attack, which can be used against the Beehive. To shoot the Fireball, hold the B Button Down and tap the Directional Control Up and Left at an angle. After destroying the Beehive, you can jump up to the platform.



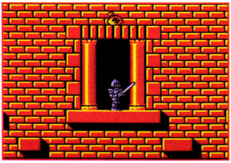
Only the Level One Wizard can attack the Beehive. The Knight is helpless.



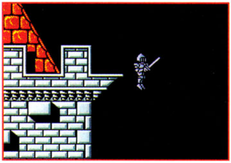
Use the Fireball attack to destroy the Beehive at the top of the town.

WHERE IS THIEVES GUILD 2?

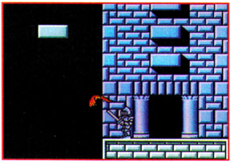
To find the Thieves Guild 2, you'll first need the Silver Thieves Statue. To reach the Guild, take the upper left door from inside the Palace, which takes you outside. Move up and to the right and then jump off at the far right edge to reach the blue door. Inside, drop to the bottom, then go back outside. Walk to the right and drop down and right to the next green building, which is the Thieves Guild 2.



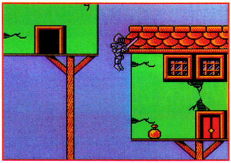
Exit the Palace through the top left door. You'll be on a red ledge.



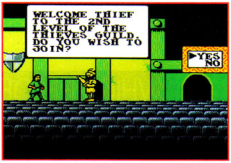
Go as far to the right as you can. At the edge of the roof, jump off.



Continue jumping down and to the right until you reach the Blue Door.



Go inside the Blue Door, jump to the bottom and exit. Go to the green house.

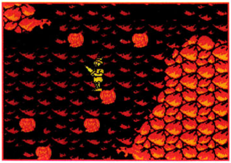


WELCOME THIEF TO THE 2ND LEVEL OF THE THIEVES GUILD. DO YOU WISH TO JOIN?

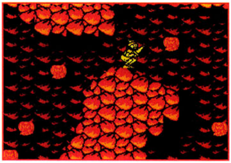
Open the door with a Key. Inside is the Thieves Guild 2.

HOW DO I GET OUT OF THE UNDERGROUND?

When you are ready to get out of the underground area, you'll come to a jump that seems, at first, to be impossible. The heavy knight can't jump far enough to go on. Higher level thieves make the jump easier than anyone else. To make the jump, stand on the second ledge down. From the left edge, begin your run and jump to the right. You should land just over the top of the hump.



The high-jumping thief should start his jump from the left edge of the platform.



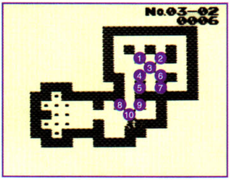
Run and jump to the right, to the top of the hump. Now you can move on.

BOXXLE

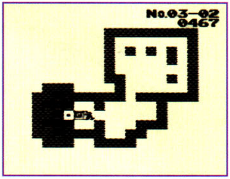
Lynda Harvey

HOW DO I SOLVE ROOM 3-2?

Room 3-2 looks like one of the tougher rooms, and it is, so here's what you do. Push Box #10 all the way up and Box #1 one space up. Now push Box #3 two spaces right then Box #2 one space up. Next, Box #10 goes two spaces right while Box #9 goes one space to the left and all the way up. Now push Box #5 once left, three spaces down, seven spaces to the left and two spaces up. Box #4 goes one space left, four spaces down, seven left and two more spaces down. Now you can push Box #1 four spaces down, one left, three down, seven spaces to the left, one up and one more space to the left. Next push Box #9 one space right, three down, one left, three down, seven left, one up and one left. Push Box #7 three spaces left, three spaces down, seven spaces left and one space up. Now move Box #6 one space down, three left, three down, five left, one down and two left. Box #2 now goes four down, three left, three down, six left and one up while Box #3 gets pushed four spaces to the left, five down, five left, one down and one left. Push Box #10 one space left, three down, one left, three down and seven left. Finally, push Box #8 five spaces to the right, three up, four down and six spaces to the left. That's all there is to it.



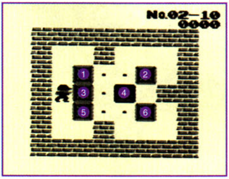
Keeping track of the ten boxes will be difficult unless you make a diagram.



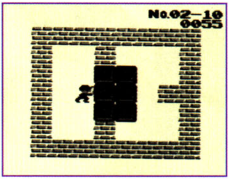
You'll have to push all the boxes into the small area to the lower left.

HOW DO I SOLVE ROOM 2-10?

Room 2-10 is more complex than it looks. Follow these steps to solve the puzzle. First, push Boxes #1 and #5 one space to the right each. Now push #3 one space up. Box #4 moves one space right while #5 goes one to the left. Push Box #6 two spaces to the left and #2 one space left. Next push Box #4 one space down then one left. Finally, push Boxes #3 and #5 into the remaining spaces to finish the room.

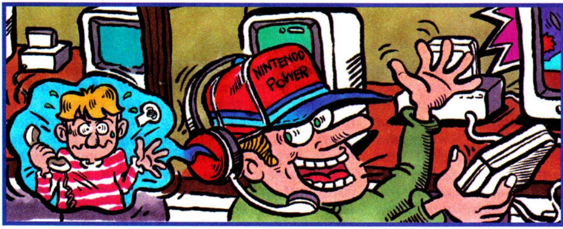


Follow the directions by keeping track of the different boxes on paper.



The secret to Room 2-10 is allowing yourself access to both sides.

QUESTIONS? CALL THE POWER PROS AT NINTENDO



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TEENAGE MUTANT NINJA
TURTLES® IV
TURTLES IN TIME
TM

A TIME TRAVELING ADVENTURE

Dudes! The Turtles are back and they're rockin' harder than ever in their very first Super NES adventure. Turtles In Time marks the sixth Nintendo outing for the four sewer surfers from NYC. Using the advanced capabilities of the Super NES, the programmers at Konami have radically improved the graphics and sounds which you may be familiar with from previous Turtle games. It's shell-shocking! As soon as you turn the game on, you'll notice the difference! A really cool thing about this game is that it uses digitally sampled voices to introduce each of the ten stages. Scaling and other Mode 7 graphic tricks are employed in the action and cinema scenes, but overall, the game set up isn't a radical departure from the side-scrolling action of the NES Turtles games.

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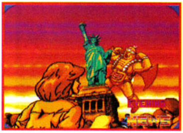
THE CRIME . . . .

Splinter and the Turtles, while taking a training break to watch April on the Evening News, are witness to the theft of the Statue of Liberty by a giant Krang Robot. They know that Shredder is behind this pointless theft of a national treasure. It's only been a short while since the Turtles battled Shredder in Manhattan. Frankly, they're a bit surprised he resurfaced so quickly. The Foot Clan appears to be fully rejuvenated and all of Shredder's main henchmen are back for the attack. Make sure your shells are screwed on tight, grab your Super NES controller and scream "Cowabunga" as loud as possible because it's time to kick some major shell!

– COWABUNGA –

HA HA HA...
Hey Shredder,

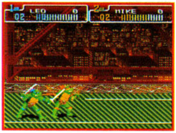


KNOW THY MODES

Turtles In Time features four game modes. Obviously, the 1-Player Mode is best for Clan-thrashers who like to go at it alone, but for simultaneous action, the 2-Player Mode is great. In the Time Trial Mode, you can select one of several levels to compete on. Each level has timed sections or "laps." The goal is to trash the Clansmen as fast as possible.

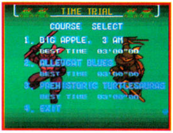
1 PLAYER–2 PLAYER

Select Don, Raph, Leo or Mike and head out to the streets! Grab a friend and select two Turtles for 2-Player simultaneous action. Each player must select a different Turtle. Try to become familiar with the strengths of each.



TIME TRIAL

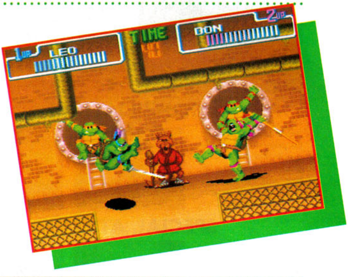
This is a one-player exercise only. Choose to compete on one of three levels. Only one Turtle life is given for the whole Time Trial. If shell-shock besets your Turtle before the round is cleared, you'll have to start over.



TIME TRIAL
COURSE SELECT
1. BIG APPLE, 3 AM
BEST TIME 03'00"00
2. ALLEYCAT BLUES
BEST TIME 03'00"00
3. PREHISTORIC TURTLESAURAS
BEST TIME 03'00"00
4. EXIT

VERSUS

The Turtles take to their hallowed training grounds, the sewers, for the Versus Mode. Splinter plays referee in this two-player shindig which closely resembles a Street Fighter II matchup. The remaining Turtles look on as two half-shell heroes battle each other. There is a time limit of 60 seconds for each battle. If time runs out, the player with the most life remaining wins the round. This mode provides a great setting to learn all the cool moves.

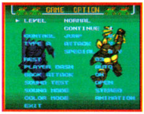


1UP LEO
TIME
DON 2UP
LEONARDO
VS
DONATELLO

1UP LEO
TIME
DON 2UP
FIGHT

OPTIONS

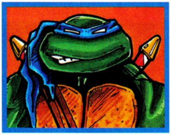
The Option screen allows a player to dial in the settings on their upcoming adventure. Choose from Easy, Normal and Hard Levels. Easy allots three Continues, Normal has four and Hard has five. There are 12 different settings you can choose from to control your Jumps, Attacks and Special Attacks. Another nice feature the Game Option screen gives you is the number of Turtles you can have in reserve. Choose three, five or seven backup lives.



GAME OPTION
► LEVEL NORMAL
CONTINUE
CONTROL JUMP
TYPE A ATTACK
SPECIAL
REST 03
PLAYER DASH AUTO
BACK ATTACK ON
SOUND TEST OPEN
SOUND MODE STEREO
COLOR MODE ANIMATION
EXIT

A SHELLOGRAPHY

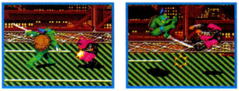
LEONARDO



A born leader, Leo is the battle commander for the Turtles. His use of the Katana Blades is unrivaled. Some may criticize his attacks as being too predictable, but his precision more than makes up for any other shortcomings.

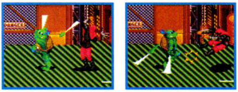
COMBINATION

Leo will first swing a blade in an overhand fashion and then he will follow up with a crossing or baseball swing. He may finish up with a double-handed over-the-head chop.

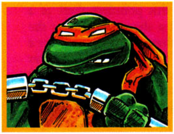


SPECIAL ATTACK

A dual-bladed, spinning, roundhouse slice is Leonardo's specialty. It's very powerful, but it will take a notch off of his life meter if he makes contact with an enemy.



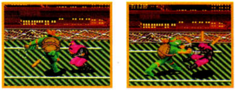
MICHAELANGELO



The self-proclaimed "Wild and Crazy" Turtle, Michaelangelo deftly uses the Nunchakus as his weapon. He lives for two things: 1) pizza, and 2) anything that will take Shredder down. Mikey has use of some fairly flashy attacks.

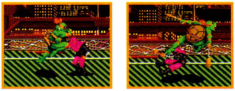
COMBINATION

Mikey whips his Nunchakus from side to side, then up and down when attacking an enemy. He usually tries to finish them off by spinning the weapon out in front of his body.

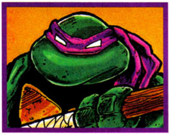


SPECIAL ATTACK

Mikey's Special Attack consists of a lunging motion and a two-fisted Nunchaku punch. It's a little difficult to accurately describe, but you'll love it when you see it!



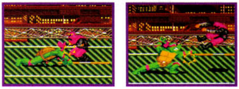
DONATELLO



Donatello is a very smart cookie; in fact, a genius. His weapon, the Bo, is extremely powerful and has a long range. Don is a bit of a recluse and is usually building new TMNT vehicles when he's not fighting or eating pizza.

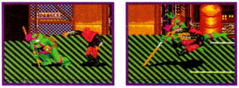
COMBINATION

Don uses the Bo in much the same way that Mike uses his Nunchakas. An overhead swing, a roundhouse and then a spin out in front will take out several Foot Clansmen.

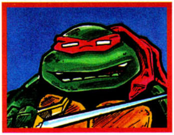


SPECIAL ATTACK

Donatello executes his Special Attack by firmly planting the Bo and launching himself toward an enemy or a group of enemies. It's a total finesse move, dudes.



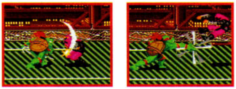
RAPHAEL



Raph's a cool, calm and collected character—except in battle! He's a wild man (uh . . . Turtle) when it comes to bashing Foot Clan heads. Equipped with the trusty Sai, Raphael likes to use his quickness to throw himself at enemies.

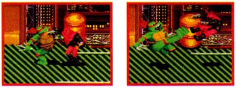
COMBINATION

Like the other Mutant Ninja Turtles, Raphael swings his mighty weapon up and down and then side to side. He then can finish off an enemy with a quick flick of the wrist.



SPECIAL ATTACK

Raphael's Special Attack is a ferocious jumping Spin Kick. Powerful legs can deliver powerful kicks and Raphael has definitely got 'em! The spin may be just for show.



PICK A TOPPING

PIZZA

Who knows who left the Pizza out, but the Turtles are glad they did! Have a feast, boys!

POWER PIZZA

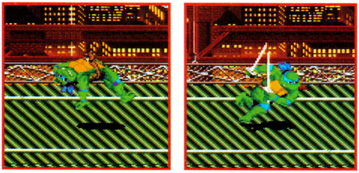
If one of the Turtles grabs the red box, they'll have super Turtle power for about five seconds. Before snagging the box, wait for a gang of enemies to gather around so you can wipe them out in one big group.

DASH ATTACK

The Turtles have perfected a few techniques which they have been working on over the past few years including these running attacks. Splinter has taught them very well.

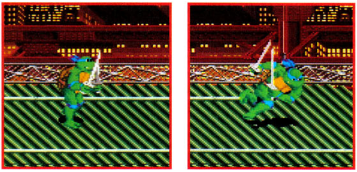
ROUND OFFS

By Dashing and then pressing the Jump Button, a member of the TMNT can execute gymnast-like round offs. They quickly tuck their weapon away and then start flipping end over end. Use this technique to get through a pack of enemies.



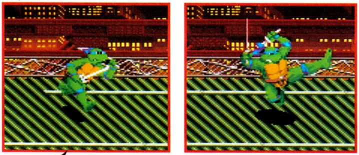
SHOULDER BASH

By Dashing and then pressing the Attack Button, your mean, green fighting machine will hurl himself at an enemy or a group of enemies shoulder first. This technique can deliver a powerful stunning blow.



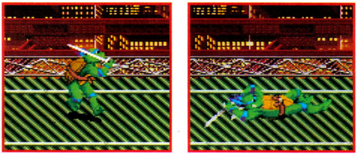
FLYING KICK

This technique may be a bit difficult to execute, depending on how you have the Special Attack set up on your Super NES Controller. Press the Special Attack Button(s) while Dashing and the Flying Kick will be the result.



SLIDE

To properly execute a slide, press and hold the Jump Button while Dashing and then press the Attack Button. If properly timed, your Turtle will damage an opponent when he slides up and comes in contact with him.

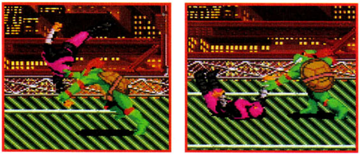


POWER MOVES

The Turtles are famous for being able to quickly thrash their enemies. These two new power moves certainly prove that. Any of the Turtles can consistently execute these moves.

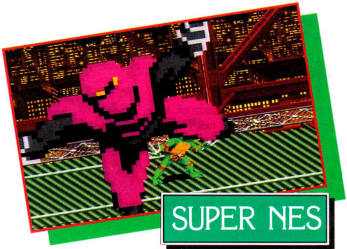
FLING SLAM

Ouch! This one looks like it really hurts. Stand as close as possible to a doubled-over enemy. Press the Attack Button, but don't hold Down on the directional key to execute the Fling Slam. It's a smashing move!



FLING TOSS

This is a rad move! First, double an opponent over with a Punch, Kick or Dash, then move in very close to them. If you press the Attack Button while pressing on the directional key, your Turtle will grab and Fling an enemy toward the screen.

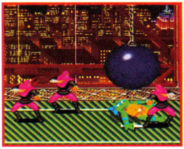


SCENE 1

BIG APPLE 3 A.M.

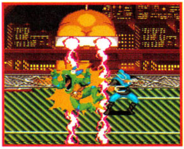
Like New York City needs another new building! The Turtles' first battle takes place during the wee hours of the morning in a building that is currently under construction.

WRECKING BALL



The wrecking ball operators must be really tired—they're wrecking the wrong building! Avoid becoming a Turtle pancake when the giant wrecking balls come crashing down by staying out from underneath them. When the wrecking balls are down on the floor, they will not harm you.

GIANT KRANG ROBOT

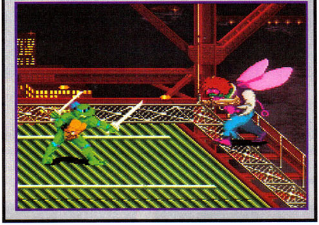


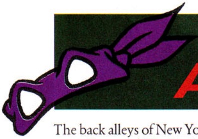
Halfway through the first stage, a giant Krang Robot will peek in on the action. He'll see the Foot Clansmen getting thrashed and decide to help out. You'd be wise to avoid the lasers shooting out from his eyes. Here's a tip: the robot's eyes will flash a bit before the lasers start blazing.

BAXTER

"TERMINATE THE TURTLES"

Baxter Stokman, once a good-natured scientist, was turned into a fly by the evil Shredder. He has two weapons at his disposal: a machine gun and a "hand" gun. Don't attack Baxter until he stops firing and lands. Since there's no time limit, just avoid his shots.



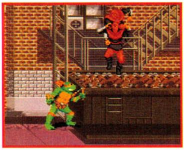


SCENE 2

ALLEYCAT BLUES

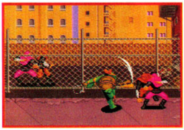
The back alleys of New York City are no place for upstanding citizens to stroll around. That's why the Turtles are here. They're on a mission to clean up the place and get rid of the Foot Clan.

WHERE DO THESE STAIRS GO?



Well . . . they go up, of course! Foot Clan warriors who toss Ninja Throwing Stars will use these stairs as their point of entry in an effort to put a stop to the Turtles. The path next to the large dumpster is narrow so watch out for Clan gangs when passing by it. There is a Power Pizza up ahead.

FENCED IN!

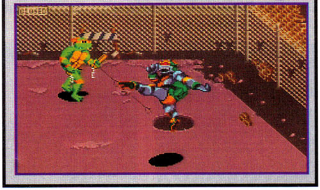


The Foot Soldiers will make their entrance via the back side of the chain link fence. You can't get at the Foot Soldiers until they have climbed over the fence. Wait until they start to climb up the back side and then move your Turtle into proper battle position.

METALHEAD

"I'M GONNA MANGLE YOU SLIMEBALLS"

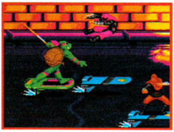
Krang built this mechaturtle to resemble the members of the TMNT crew. It has a few powerful methods of attack: 1) it will kick you, 2) its limbs will quickly extend and pop you a good one right in the kisser, and 3) a laser gun will fire from its chest cavity.

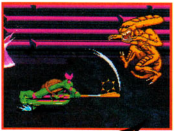


SCENE 3
SEWER SURFIN'

SHOW TIME!

Travel back into the sewers for a bonus round. Pick up as many "?" boxes as possible and avoid the mines.

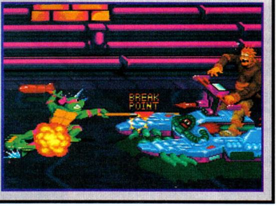




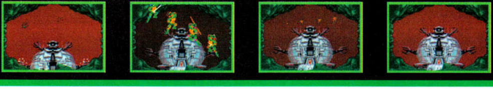
R. KING

"FIRST THE SEWERS . . . . THEN THE WORLD!"

The Rat King thinks he rules the sewers. Not likely. Everyone knows that the Turtles dominate here, too. Smash Rat King's vehicle while avoiding the missiles he fires and the mines he drops. Jump when he's dropping mines and attack afterward.



RAID ON TECHNODROME

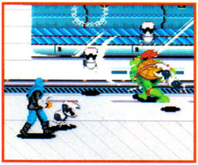


SCENE 4–TECHNODROME
LET'S KICK SHELL!

Finally, the Turtles make it to Shredder's hideout, the fabled Technodrome. The Foot Soldiers are much better defenders here. The Shield Foot Soldier is first seen in the Technodrome.

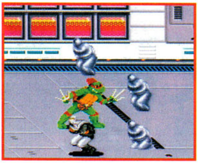
SHATTERING CRITTERS

The mechanical Mousers that break out through the glass and into the main Technodrome hallway were initially created by Baxter to get rid of mice. Baxter hates mice, you know. However, they are such a big nuisance to the Turtles that they are now permanently employed in that menacing position.



LIQUID SOLDIERS

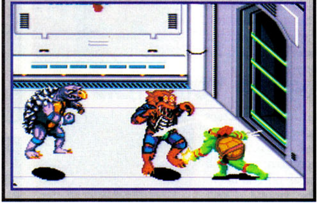
A new "breed" of Foot Soldiers has recently been created by Shredder. Liquid Soldiers can hide themselves by blending into the surface of the floor until they are ready to attack. In an instant, they can return to their normal Foot Soldier shape. Liquid Soldiers usually pop up in groups.



TOKKA & RAHZAR

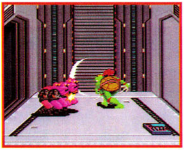
"MASTER SAY HAVE FUN . . . "
"FUN . . . "

Take on Rahzar first. Stand in the lower right corner and just keep slashing away at him. Rahzar will bite the dust in a relatively short amount of time. Tokka is a bit harder to defeat, but you should be able to defeat him in the same manner.



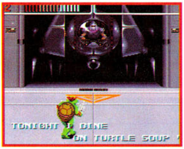
After defeating Tokka and Rahzar, you will move on to the second section of the Technodrome—the elevator shaft. Shredder awaits you at the top.

ELEVATOR SHAFT



There will be a total of six stops on the way to the top of this elevator shaft. Be prepared for a battle at every stop! Watch out for Roadkill Rodneys, Sai Soldiers, Shield Soldiers, Sickle and Chain Soldiers, Mousers and the dreaded Liquid Soldiers on the way up to Shredder's lair.

SHREDDER IS FOUND!

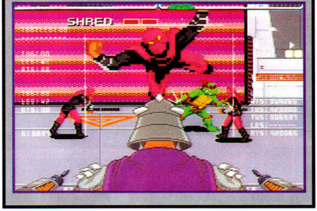


When you enter Shredder's lair, your Turtle will be between Shredder and the screen. You'll see him lurking inside of his newest fighting machine. It's equipped with radar, laser turrets and retractable pinchers. If you get caught by one of the pincers you'll be in for a huge shock.

SHREDDER

"TONIGHT I DINE ON TURTLE SOUP"

For the Shredder battle, he'll move between the screen and your Turtle. The only way to damage Shredder is to grab and Fling the Foot Soldiers at his machine. It's difficult in the Hard Mode because only Shield Soldiers show up. It's extremely tough to Fling them.

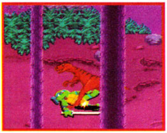


"MY PATIENCE IS WEARING THIN, I'M BANISHING YOU TO A TIME WARP FROM WHICH YOU WILL NEVER RETURN!"

SCENE 5—B.C. 2500000000
PREHISTORIC TURTLESAURUS

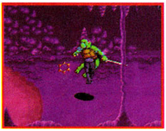
The Turtles' first stop goes back about a bzillion years to a time when dinosaurs roamed the planet. The huge footprints give it away. In fact, you'll encounter some of the stampeding beasts.

DINO STAMPEDE



You'll know when a dinosaur is on its way. The ground shakes and you'll hear the rumble of dino feet. They run right to left and won't stop for anything.

WATCH YOUR HEAD

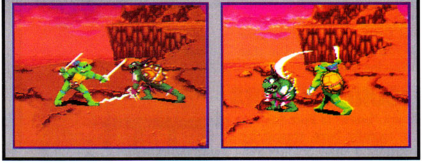


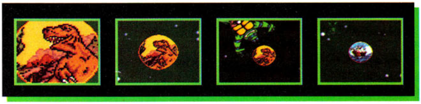
Giant stalactites hang from the top of the cavern. As you approach, they will break off and fall to the ground. Don't be standing underneath them . . . OK?

SLASH

"YOU'RE HISTORY, SLIMEBALLS"

Slash is also a mutant turtle, but he's not on the same wavelength as the TMNT. He's evil! An attack to Slash's front will do no good. Get him from behind.



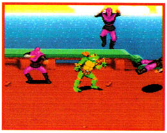


SCENE 6—A.D. 1530
SKULL AND CROSSBONES

Your Turtle will find himself warped to the deck of a 16-century pirate ship. The deck is in need of repair—so don't step on the loose boards or you'll end up getting smacked in the face.

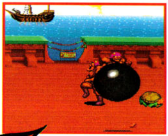
UP FROM BELOW

There will be plenty of Foot Soldiers who will jump up from the side of the ship throughout this stage. Stay on the lower half of the deck if possible.



INCOMING!

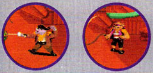
A passing hostile pirate ship may fire off a volley of gigantic cannon balls. The cannon balls will land on the deck of your ship. Watch for them!

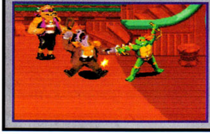


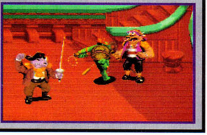
ROCK STEADY & BEBOP

"YOU'RE WALKING THE PLANK, SHELL BRAINS"

Rock Steady and Bebop can be considered one boss. If you defeat one, the other is defeated, too! Stay clear of Rock Steady's pointy lance and Bebop's whip.





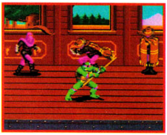


SCENE 7—A.D. 1885
BURY MY SHELL AT WOUNDED KNEE

The Turtles are getting closer to the present time, but they're still over a hundred years away. The entire battle in this stage takes place on a speeding train in the wild, wild West.

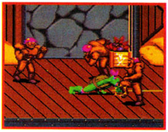
UNDERCOVER CLAN

Don't be fooled by the motionless mannequins — they're really Foot Soldiers in disguise. They throw off their overcoats and attack when you get close.



STONE WARRIORS

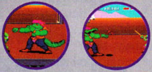
These former Krang rockers are tough! Don't let them gang up on you. Keep them all on one side or the other, if possible. They blow up when defeated.

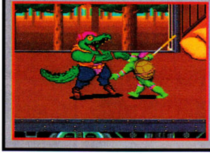


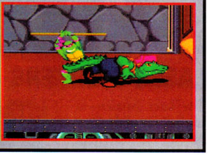
LEATHERHEAD

"OH GOODIE, FRESH TURTLES FOR LUNCH"

This lobster-chuckin' croc loves boxing. He'll punch you, but his best attack is with his tail. The spikes on his tail are sharp and can do a lot of damage.



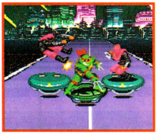


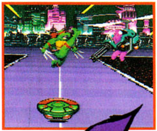


SCENE 8—A.D. 2020
NEON NIGHT-RIDERS

SHOW TIME!

This is the second bonus round. Pick up the "?" orbs, smack the Foot Soldiers and avoid the Mousers.

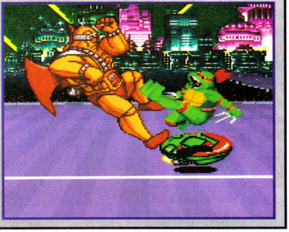




KRANG ROBOT

"FACE THE WRATH OF SUPER KRANG"

A Krang Robot appears in the distance and then turns to come swooping down for the final battle in this stage. Jump right in and start wailing on the Krang Robot. He will punch you, but keep working on him—he'll go down!



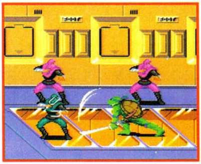
KRANG
YOU'RE GOING TO PAY

SCENE 9—A.D. 2100-STARBASE
WHERE NO TURTLE HAS GONE BEFORE

Krang has constructed a new hideout. This time, it's in outer space. The Turtles have been to just about everywhere, so why not outer space? It makes sense . . . sort of.

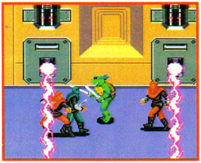
KRANG'S STARBASE

You will face almost every type of enemy in the Starbase. Krang has guarded his new lair extremely well. You'll need to call upon all of your Turtles' ninja fighting techniques to handle the onslaught of enemies.



LASER BARRIERS

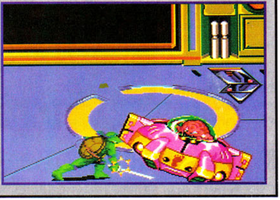
The laser barriers in the hallway of the Starbase are reminiscent of the lasers which shot out from Krang's eyes way back in the first stage. Keep in mind that it is possible to jump over them, if necessary.

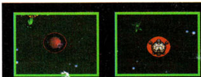


KRANG

"YOU SHELL HEADS ARE DEAD"

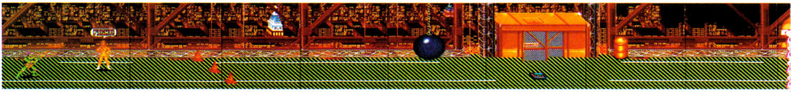
Krang's disappearing ship won't hurt you if you touch it, so get in really close and whack away at it like a crazed Turtle. Krang will drop some pesky Robot Walkers, but they can be defeated with one swat. Persistence will pay off.



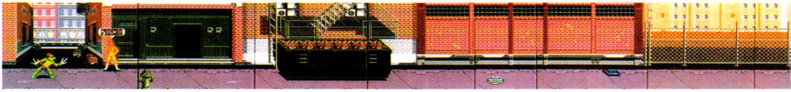


GUESS WHO'S NEXT!

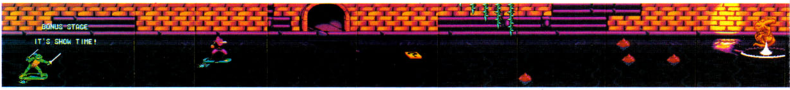
SCENE 1-BIG APPLE 3 A.M.



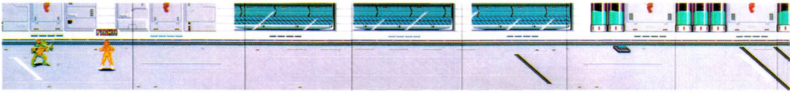
SCENE 2-ALLEYCAT BLUES



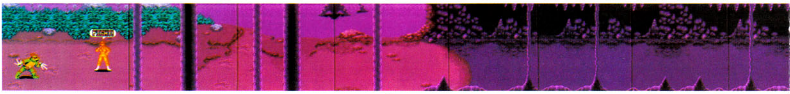
SCENE 3-SEWER SURFIN'


BONUS STAGE
IT'S SHOW TIME!

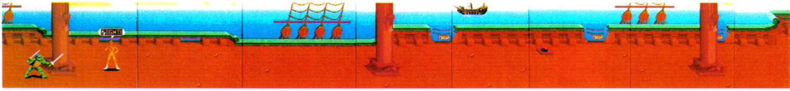
SCENE 4-TECHNODROME-LET'S KICK



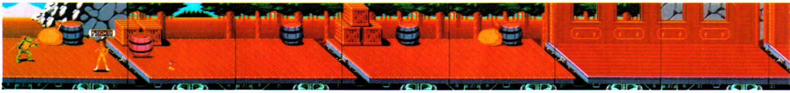
SCENE 5-B.C. 2500000000-PREHISTO



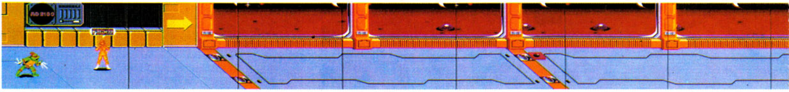
SCENE 6-A.D. 1530-SKULL AND CRO

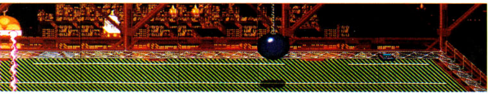


SCENE 7-A.D. 1885-BURY MY SHEL

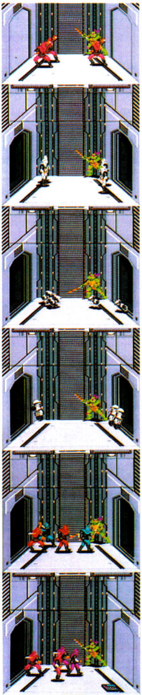


SCENE 8-A.D. 2100-STARBASE-WHERE





Boss:
BAXTER

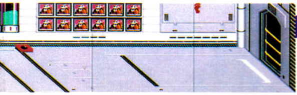


Boss:
METALHEAD

1P
FOOT SOLDIER 21
PIZZA MONSTER 00
BONUS PIZZA 05
BONUS POINTS 00
POINTS SCORED 26

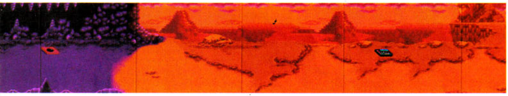
Boss:
RAT KING

SHELL!



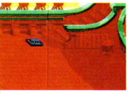
Bosses:
TOKKA & RAHZAR

RIC TURTLESAURUS

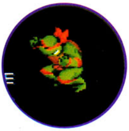


Boss:
SLASH

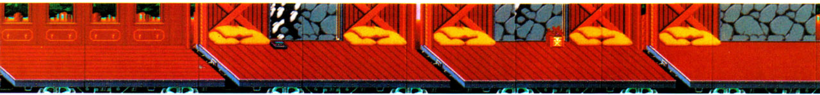
OSSBONES



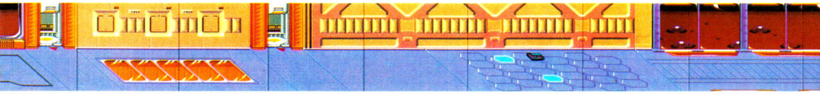
Bosses:
ROCK STEADY & BEBOP



L AT WOUNDED KNEE

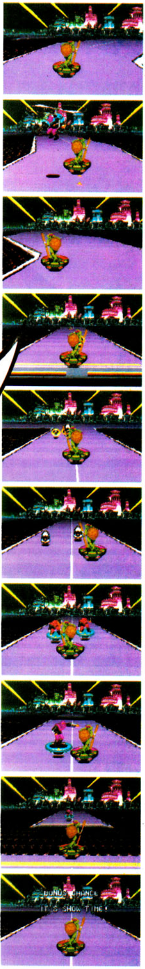


NO TURTLE HAS GONE BEFOR



SHRED
SHRED

Boss:
KRANG ROBOT

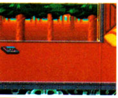

BONUS CHANCE
IT'S SHOW TIME!

Boss:
SHREDDER

SCENE 10- A.D. 1992-
THE FINAL SHELL-SHOCK

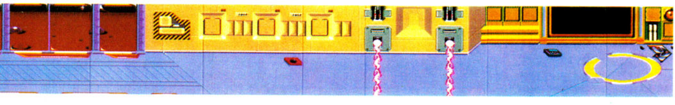
"TURTLE SOUP—MY FAVORITE"

With the Statue of Liberty looking on in the background, you must go up against Shredder again. His fire and ice attacks can be deadly, but you should be able to time your attacks accordingly.



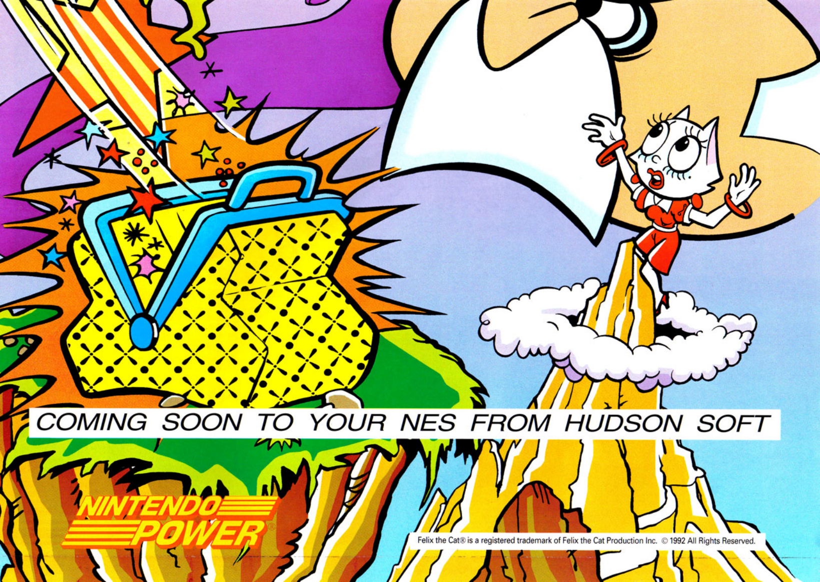
Boss:
LEATHERHEAD

SCENE 8-
A.D. 2020-
NEON NIGHT-RIDERS



Boss:
KRANG

Felix
THE CAT ®


COMING SOON TO YOUR NES FROM HUDSON SOFT
NINTENDO POWER

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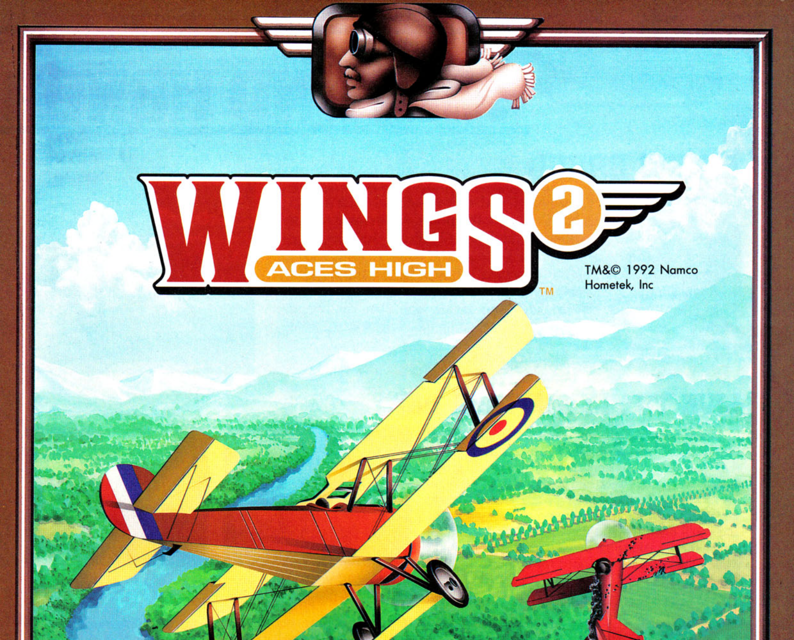

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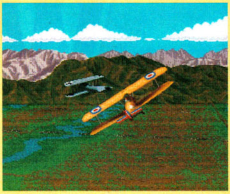
All is not quiet on the Western Front when you take to the skies in Namco's Wings 2 Aces High. The roar of diving biplanes and the chatter of machine gun fire fill the morning air with dread. Your squadron faces more than twenty missions, including strafing runs, bombing raids and daredevil dog fights. Each of your five pilots may become an ace, or just a memory, and somewhere amidst the clouds waits the Red Baron.

SUPER NES

WAR AND HONOR

A NEW BREED

The faded photos of a past era tell of the days when men first took to the skies in machines to fight for their nations. Little more than a decade after the first flight of the Wright brothers, biplanes were called into service over Europe. There, a new breed of soldier performed feats never before imagined. Light-weight, open-cockpit biplanes bombed targets, harassed columns of armor and kept the sky clear of enemy aircraft. The dangers they faced from above and below were daunting, but the pilots kept up their courage and became heroes of a new age.

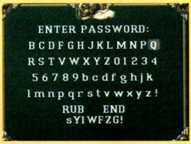


LIVE TO FLY ANOTHER DAY

In Wings 2 Aces High, you command a squadron of raw recruits. Those pilots gain valuable skills each time they complete a mission successfully, which means destroying enemy targets and staying alive to tell about it. Passwords appear after each mission, allowing you to save your progress through the twenty missions. At the end you'll reach the Red Baron—your ultimate adversary in the sky. Along the way you may lose some pilots while others will be decorated for heroism.

Colonel

John Hargreaves



ENTER PASSWORD:

B C D F G H J K L M N P Q

R S T V W X Y Z 0 1 2 3 4

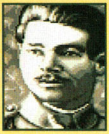
5 6 7 8 9 b c d f g h j k

l m n p q r s t v w x y z !

RUB END

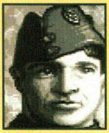
sY1WFZG!

LEGENDS ON THE WING



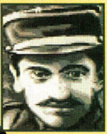
Marcel LeBlanc

Lieutenant Marcel LeBlanc left his native Canada to fly with Britain's Royal Air Force (R.A.F.). He had the keen eyes of a marksman, which proved as useful for hunting Folker biplanes as Canadian geese.



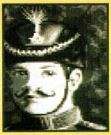
Sean Maloney

Lieutenant Sean Maloney, an Irishman who shipped over to France as a mechanic in the Royal Flying Corps, later became a pilot in his own right. His skill at fixing and improving machines was legendary.



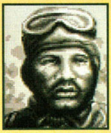
John Hargreaves

Lieutenant John Hargreaves, a factory worker from the industrial heartland of England, joined the R.A.F. at the first opportunity. John's stamina allowed him to survive when others would have given up.



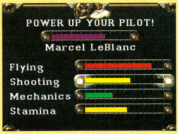
Charlie Dexter

Lieutenant Charlie Dexter crossed the Atlantic before America joined the war. As a natural-born flier, he proved his worth by joining the R.A.F. He could even have taught hawks something about flying.



Lawrence Wolfe

Lieutenant Lawrence Wolfe left the posh life of the West End to become a flier. His talent with the Lewis gun—a machine gun mounted to the nose of the biplane, became well-known on both sides of the Front.



POWER UP YOUR PILOT!

Marcel LeBlanc

Flying

Shooting

Mechanics

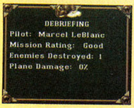
Stamina

Pilots earn Victory Points (VPs) upon returning from a successful mission. Those VPs increase your Victory Meter in four critical areas, giving pilots new skills and promotions.

IN THE SKIES

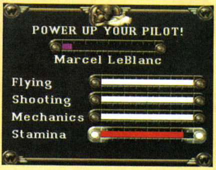
THE TOP SQUADRON

The best squadrons of World War I were known for the skills of their pilots. Your squadron will stand a better chance of challenging the Red Baron's Flying Circus if you strengthen all your pilots, not just one or two. Also, balance the four different skills of the Victory Meter so each pilot becomes strong in all categories. You'll earn the greatest amount of Victory Points by quickly defeating enemies during aerial combat, so don't waste time.



DEBRIEFING
Pilot: Marcel LeBlanc
Mission Rating: Good
Enemies Destroyed: 1
Plane Damage: 0%

The debriefing message appears after a successful mission. Following that, fill up the Victory Meters by allocating VPs to the four skill categories.



POWER UP YOUR PILOT!
Marcel LeBlanc
Flying
Shooting
Mechanics
Stamina

■FLYING

This category determines your maneuverability. Add VPs to the meter to increase your turning speed and the tightness of the angle you can turn.

■SHOOTING

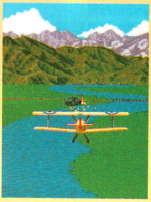
This category reflects both your aiming skills and the range of the Lewis gun. You'll become more accurate at longer range if you increase this skill.

■MECHANICS

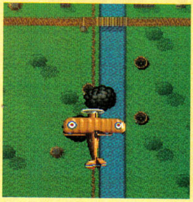
A high Mechanics rating will improve the performance of your plane and Lewis gun. You'll be able to fly faster and shoot more rounds of ammunition.

■STAMINA

Your Stamina determines how many hits you can take before plunging to the ground. Higher Stamina means you can take more hits. If a plane crashes, the pilot will not survive, so Stamina can save lives.

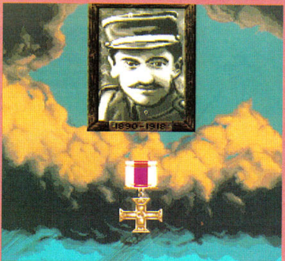


You'll earn more VPs by hitting more targets, like these tanks that are moving to the Front.

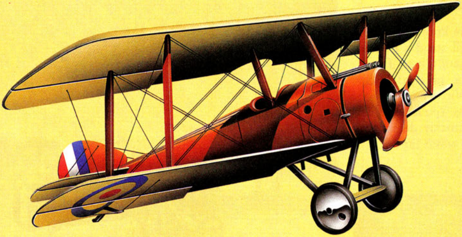


MEDALS OF VALOR

Medals are awarded for exceptional acts of skill and bravery. Your pilots can earn medals by quickly dispatching enemy planes during dogfights. This is especially true in later, more difficult missions. You also earn promotions for successfully completing missions.



DOGFIGHTING: THE

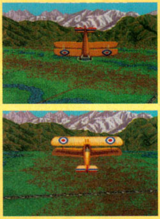


SOPWITH CAMEL

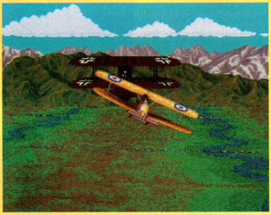
Famed for its superior maneuverability, the Sopwith Camel collected more victories than any other plane in WWI. The Red Baron fell victim to a "Camel." The plane's nickname came from the hump between its Lewis guns.

WELCOME TO THE FLYING CIRCUS

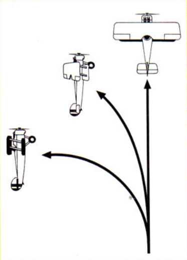
The test of a great pilot was not necessarily how many victories he scored while dogfighting over the fields of France, but whether he survived the ordeal. The best pilots had lightning-fast reflexes. Eddie Rickenbacker, a race car driver, became America's top ace by demonstrating quick reflexes. The Red Baron's squadron was called The Flying Circus because the planes soared, turned, and dived like acrobats or trapeze artists. Each of those maneuvers, however, were intended either to escape from a deadly pursuer or to close in on an enemy for a clean shot.



Sudden gusts of wind could be treacherous. During a steep dive, the pilot would try to turn or pull the nose up.

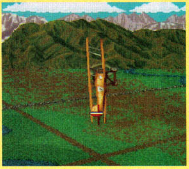


You had to fly close to the enemy to get a good shot during a dogfight, but if you flew too close, you could crash.



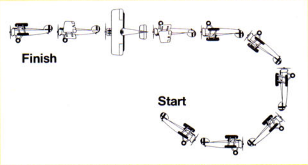
TIGHT TURN

Until your plane is fully powered, the sharpest turns are made by flying 90° to the ground while pushing Down on the controller. You'll lose altitude rapidly, so begin the turn at a high elevation.



SPLIT S

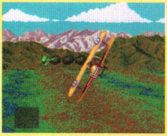
Use the Split S to reverse direction. Open the throttle, then dive. At full speed, bring the nose up to make an inverted turn, then roll.



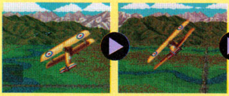
TRADITION BEGINS

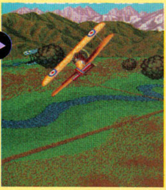
ATTACK FROM THE BACK

Most pilots thought the best attack position was from above and behind the enemy. Much of the maneuvering that went on during dogfights was to reach the rear position, or to escape from a pursuer closing from behind. Once a pilot gained the rear advantage, he had to match the enemy's turns, dives and rolls. At the same time, he had to watch for other enemies closing on his tail.



Black clouds of smoke indicate a damaged enemy plane. You'll hear a bang if you get hit.



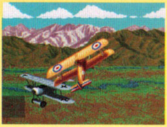


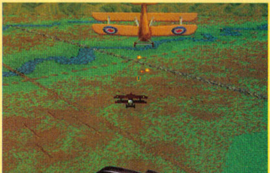
EVASIVE MANEUVERS

On the later missions, enemy pilots are more skilled at evading you. Top Flying and Mechanics ratings will help you keep up with their unpredictable maneuvers.

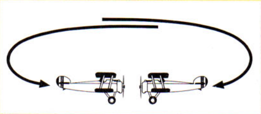
HEAD-ON DANGER

When flying head-on towards an enemy plane, be aware of the fact that it won't swerve to miss you. If you attack from the front, always be ready to dive or roll out of the way of oncoming planes at the last moment. You can't afford to lose your pilots.



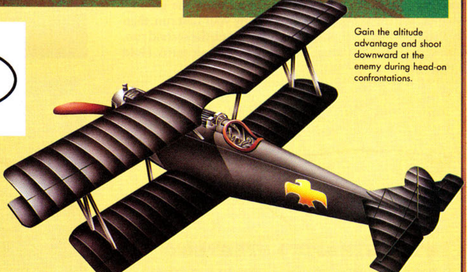


Gain the altitude advantage and shoot downward at the enemy during head-on confrontations.



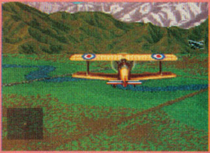
FOLKER D.VII

The finest German aircraft of the war was the Folker D.VII. This biplane could climb faster and higher than any of the allied planes, but it was heavier and could not stay in the air as long.



A RUMOR OF RADAR

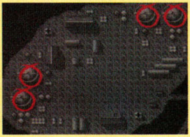
Radar wasn't invented by WWI, but you have the option to use a heads-up radar display in Wings 2. At the title screen, push the Left and Right buttons and Up on the Controller Pad. During dogfights, a transparent radar display appears in the lower left part of the screen showing the position of enemy planes.



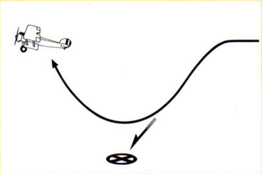
THE MANY FACES

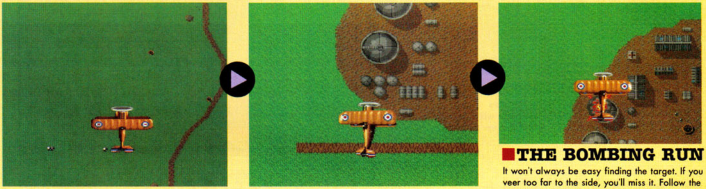
BOMBING MISSIONS: BEHIND ENEMY LINES

Bombing missions were particularly difficult in World War I. The pilot was also the bombardier, but he had no special sites or targeting devices. It was very much a hit or miss proposition, and more often a miss than a hit. The basic strategy was to stay high to avoid anti-aircraft fire during the approach, then to dive on the target, release the bombs, then climb back to safety.



Identify the target on the photo, then dive low to bomb it during the mission.



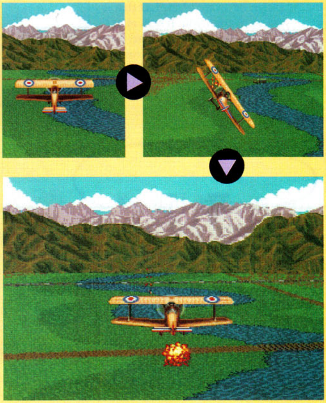


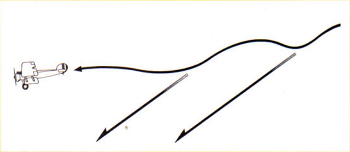
THE BOMBING RUN

It won't always be easy finding the target. If you veer too far to the side, you'll miss it. Follow the roads and maintain your altitude. You can see more of the land below when flying at higher elevations.

STRAFING MISSIONS: HIT AND RUN

It takes nerves of steel to fly the gauntlet run of a strafing mission. You'll have to fly low to hit the targets, and that means your plane will be an easy target for guns on the ground. Memorize the positions of targets during your first run, then fly a straight line from one to the next during the second run. Like slalom skiing, you can't afford to make wide turns. Hold a tight line.





THE STRAFING STRATEGY

When a target comes in sight, go into a shallow dive so the nose of the plane points toward the ground. Between targets, gain some altitude, then repeat the same attack.

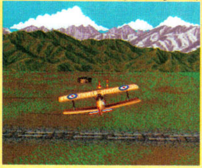
OF BATTLE

THE RED BARON FLIES AGAIN

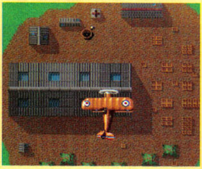
If you survive through 20 missions in Wings 2, you'll meet the Red Baron in a final series of six aerial skirmishes. Only one pilot will be available for the entire stage, so use your top flier and avoid taking hits. Along the way, you'll face a secret bombing run and multiple dogfights against the finest enemy pilots in the game—sometimes with odds as bad as three to one. The Baron in his red Folker appears only briefly in the first skirmishes, but he'll be gunning for you at the end.

BARON VON RICHTHOFEN

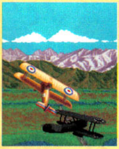
Manfred Von Richthofen, a.k.a. The Red Baron, was the most celebrated ace of the Great War. Between May of 1915 and April of 1918, the notorious Baron downed 80 enemy planes—more than any other ace. When the Baron was finally shot down behind British lines, the R.A.F. accorded him a burial with full military honors.



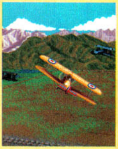
In the strafing portion of the final stage, you'd better watch the ground-fire. You can't afford to take damage before meeting the Baron.



Fly as low as possible when you reach this area. Unlike previous bombing runs, you won't have a photograph to help you identify the target.



The black Folker is slower than other planes, but it can still maneuver with the best.



When you're following three planes and they split, chase after the group of two and attack them.

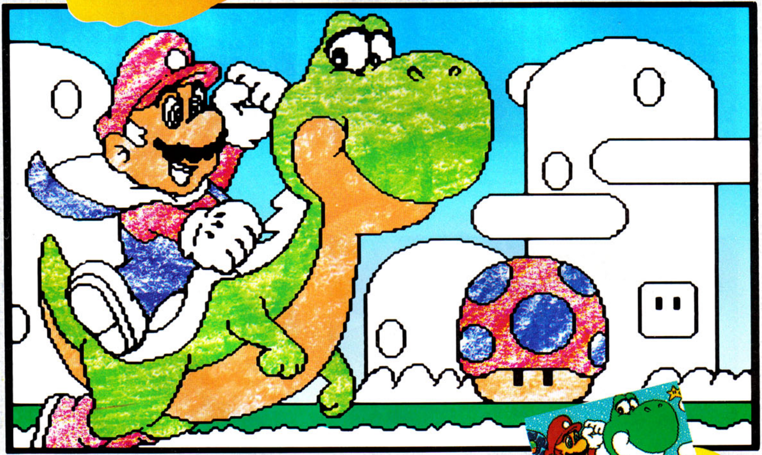
Master the acrobatics of pursuit and escape, and always be prepared to react instantly.

EARN YOUR PLACE IN HISTORY

©1992 Nintendo

MARIO PAINT™

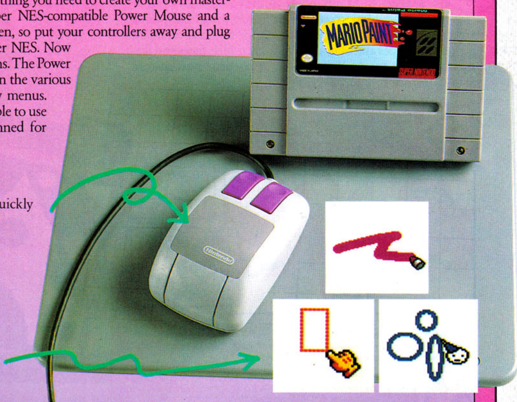
Just Picture This



And now for something completely different. Mario Paint, Nintendo's newest Super NES release, is a departure from the action, adventure and sports games you might expect. It's an innovative graphics program that lets you design scenes, compose music, create animation, and even combine all three. It's as simple or complex as you want to make it, so it's tons of fun for all ages and skill levels.

EEEK! A Mouse!

The Mario Paint package includes everything you need to create your own masterpiece, including the Game Pak, a Super NES-compatible Power Mouse and a Mouse Pad. It's completely Mouse-driven, so put your controllers away and plug the Mouse into Port One of your Super NES. Now you're ready to start exploring the options. The Power Mouse makes it easy! You just "click" on the various icons to access different areas and new menus. And this isn't the only game you'll be able to use the Mouse with—more are being planned for future release.

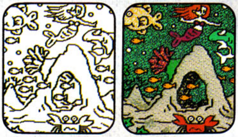


With the Power Mouse, you can move quickly and draw like you would with a pen.

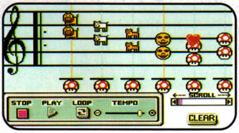
Slide the Mouse on its pad to move the cursor on the screen. Press to click.

Feast On The Main Menu

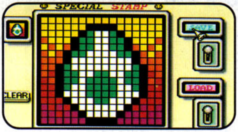
The icons that run across the bottom of the screen when you start the game represent the game's different modes and options. To check them out, move your cursor onto each and click once. You'll open areas that let you design Stamps, make music, animate frames, create illustrations, put the color into previously sketched scenes and even take a break to swat some flies. Click back and forth to try them all.



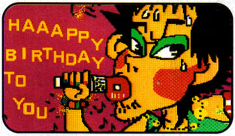
Learn how to stay within the lines and how to use your drawing tools by using the coloring book.



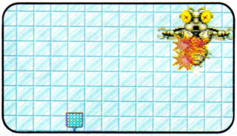
March to your own drummer! Compose tunes using Mario Paint's selection of serious and funny sounds.



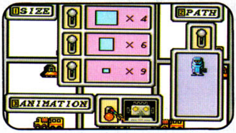
With the Stamp option, you can create and save your own customized Stamps and use them in your drawings.



The screen is your canvas, the color icons are your palette, and the tool icons are your brushes.



Use the Mouse to get even with insects! Take a coffee break and man yourself with a flyswatter.

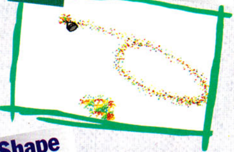


Make clouds sweep through the sky or flames dance in the wind using up to nine frames of animation.

PAINT BOX

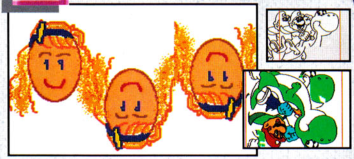
Mario's paint box holds all the tools you'll need to create a masterpiece. There are drawing tips in three widths and an extra wide paint brush for big jobs. Standard geometric shapes and Stamps of several familiar faces and features are ready to use. You can also create your own custom Stamps to use in your designs.

Air Brush



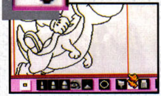
Spray a broad, spattered-looking line in whichever color or pattern you choose from the palette.

Reverse Arrow



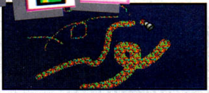
Using the Arrow icon, you can select an object from the menu of Stamps and print it in reverse, upside down, or upside down and backwards. Click to the small box to print the Stamp exactly as it appears in the menu.

Helping Hand



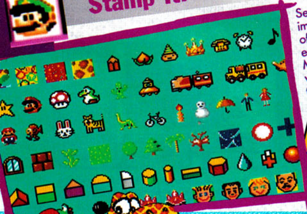
The Hand tool lets you copy an area of the screen and print it somewhere else. Click at the upper left corner of the area and drag the Mouse to outline what you want to copy. Next, release the button, move the box to its new space and click again.

Brush Tips

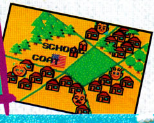


Choose one of the three Brush Tips to draw freehand lines. The Power Mouse gives you the freedom of drawing in all directions, just as you would with pencil and paper.

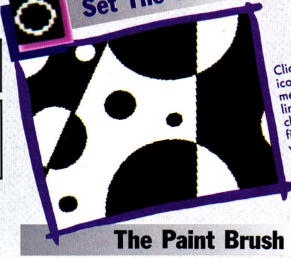
Stamp It!



Select the Mario icon to Stamp images from the menu or squares of color from the palette. You can even put some stamps, such as Mario's upper body and either a walking or standing lower body, together to make one image.



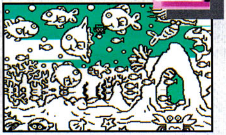
Set The Shape



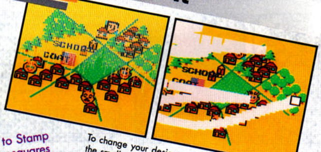
Click on the Circle icon to bring up a menu of shapes and lines, then use the clown cursor to define the area you want them to cover.

The Paint Brush

Use the Paint Brush to fill in an outlined area. Choose a color or pattern, put the white tip of the brush in the area, then click.



Erase It



To change your design, select the Erase icon. Use the small square cursor to erase small areas, but if you want to start over, choose one of the options from the Erase Menu and wipe the slate clean.

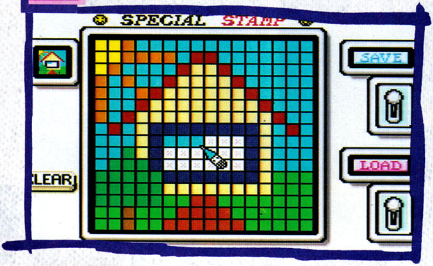
OOPS!

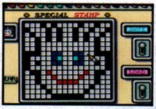
When you make a mistake, don't panic. Click on the Dog icon in the lower right corner to take back your last move.

OPTIONS

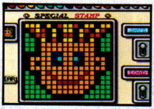
Creativity knows no limits with Mario Paint. Put down your paintbrush and try your hand at music. Customize your creation with special stamps. Become a mouse master while taking a Coffee Break. Then, save it all for a repeat performance!

Collect Stamps

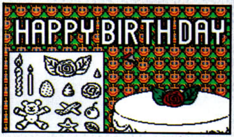




Count the rows on the grid to find dead center, then start coloring.

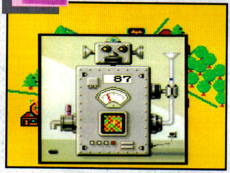


After you fill in all of the squares, be sure to save your work.



You can then retrieve your new Stamp and use it in other projects.

Save It



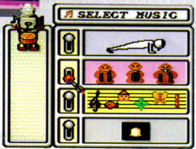
When you've created a scene that you want to keep, click on the Robot icon and go to the Save option. To retrieve it later, go back to the Robot and Load.

From A To Z

DEAR GEORGE
CONGRATULATIONS!

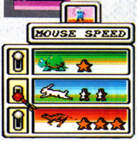
Click on the A icon and find letters you can use to congratulate George.

Tunes



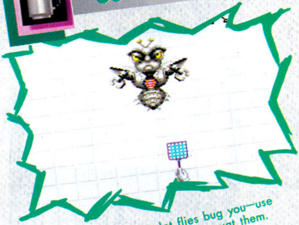
If you like the monkey's tune, select it for your background music.

Speed Set



If the tortoise is too slow and the cheetah too fast, select the hare's pace to make your mouse move at medium speed.

Coffee Break



Don't let flies bug you—use your mouse to swat them.

Animation

Select this icon to really get things moving.

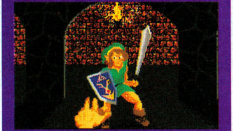
Make Music

Select the Keyboard icon to compose music.

DIRECT THE ACTION

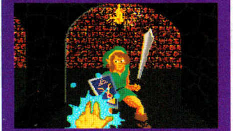
Lights . . . Camera . . . Action! When you add animation to your artwork, it comes alive on the screen. After you create a background in the Drawing mode, enter Animation Land and design some action to put onto your scene. You can use four, six or nine frames to create an action sequence, then you, the director, decide what path it will follow. The final step is putting it together with a background and music so you can experience the full effect.

1. First Frame



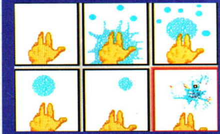
In the first frame of animation, the strange hand appears and looms ominously above Link.

2. Second Frame



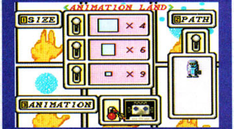
With a flash, the animation sequence continues, and some strange magic shoots from the hand.

A. Fill The Frames



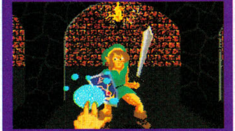
Select the number of frames you want to use, then sketch in what you want to happen in each.

B. Flip The Switch



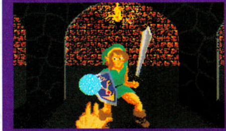
When you've finished, turn the animation on to see how the sequence looks in your scene.

3. Third Frame



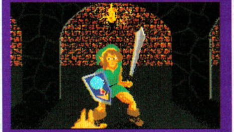
The initial burst of light disappears, leaving a small cloud that will gradually dissolve.

4. Fourth Frame



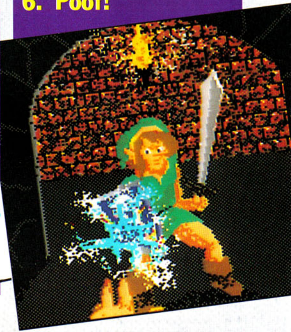
The cloud becomes smaller quickly or slowly, depending on the speed you set for the sequence.

5. Fifth Frame



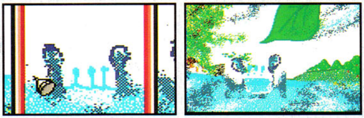
As the sequence repeats, try the different speed settings. Quickly or slowly, the cloud fades.

6. Poof!



Combine Eff

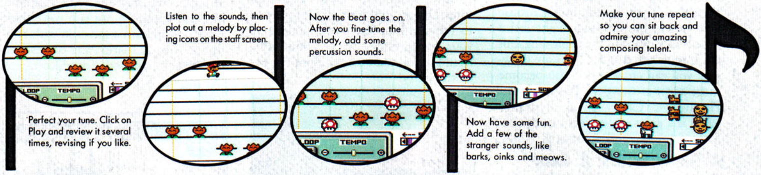
Now add music to your animated scene to get the full effect. Draw and save the background, add animation, compose music or sound effects, then turn on the sound while the animation runs.



If you want your animation to move across the screen, go to the Path option in Animation mode and set a course for the action to follow.

MAKE YOUR OWN MUSIC!

Mario Paint is great for budding artists, animators and musicians in the making. Whether you have dogs and pigs play "Old MacDonald" or Heart strings pluck out a love ballad, it's fun to fool around with the music mode.



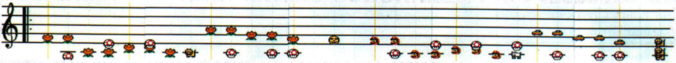
Listen to the sounds, then plot out a melody by placing icons on the staff screen.

Perfect your tune. Click on Play and review it several times, revising if you like.

Now the beat goes on. After you fine-tune the melody, add some percussion sounds.

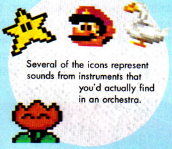
Now have some fun. Add a few of the stranger sounds, like barks, oinks and meows.

Make your tune repeat so you can sit back and admire your amazing composing talent.

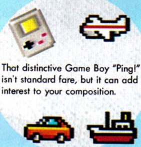


Strike A Chord

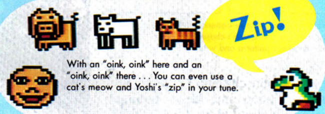
For a fuller and richer sound, create major chords with combinations of the various sounds. Play around! See what happens when you pair different icons. Familiar instruments you'll hear are the piano, organ, violin, trumpet and drum.



Several of the icons represent sounds from instruments that you'd actually find in an orchestra.



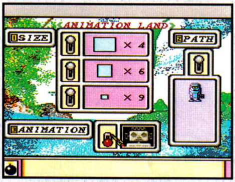
That distinctive Game Boy "Ping!" isn't standard fare, but it can add interest to your composition.



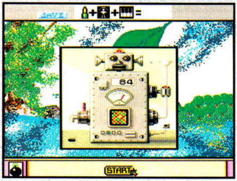
With an "oink, oink" here and an "oink, oink" there . . . You can even use a cat's meow and Yoshi's "zip" in your tune.

Percussion and rhythm sounds are essential to your composition. Try them all out to find one that creates just the effect you're looking for.

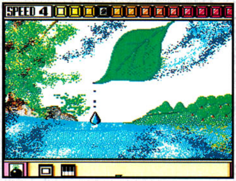
ects For A Complete Experience



Try out your animated falling water drop complete with your newly composed background music.



Return to the Robot and Save your masterpiece so you can Load and play it again whenever you'd like.



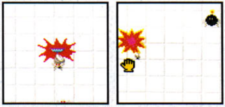
Load it up and flip the switch in Animation Land. You'll see your water drop splash into the lake.

Discover The Many Uses

The more you use Mario Paint, the more you'll discover and the better you'll become at composing and sketching. If you haven't used a Mouse very much, the drawing might feel a little bit awkward in the beginning, but you'll be amazed at the intricate drawings you can create when you become more adept at using the Power Mouse. Playing the Coffee Break flyswatter game is a great way to learn to use the Mouse quickly and accurately.

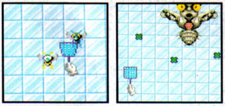
A Game Within A Game

Pick up your flyswatter and start swinging. Mario Paint's Coffee Break game pits you against the pests.



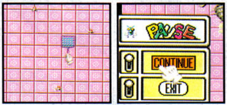
Level 1 lets you practice patience. When the pests buzz onto the scene, don't chase them down. Watch their movement patterns and wait for them to stop.

Level 2 is more challenging. Watch for bugs that stop and begin flashing. That's your signal to swat before they hatch deadly swarms or explode.



The Bionic Bug at the end of the stage is big and bad, but it follows a pattern. Swat when it stops.

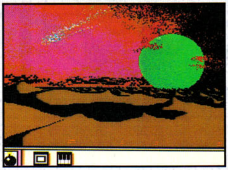
The bugs are back with a vengeance in Level 3. Only the sultans of swat will survive the mad Mouse movement!



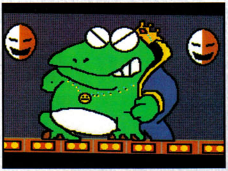
A can of insecticide would handle the swarms, but you're environmentally correct and armed with only a flyswatter. Pause to relax when things get harried.

The Life Of The Party

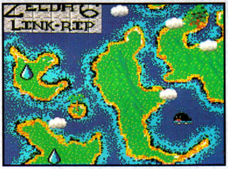
Mario Paint has a multitude of uses. Be creative! Make your own video creatures. Design your own planet for them to live on. Map the world and name your discoveries. When you have friends over, make Mario Paint the life of the party!



It's your world. Who says your sun can't be green?



Create your own characters or draw familiar faces.



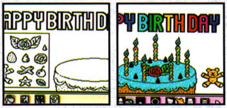
Map your own neighborhood or a far-off fantasy land.

THANK YOU...
LEO !

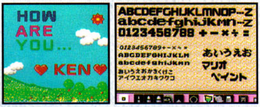
Roll tape! Picture yourself as producer, and watch for a Mario Paint contest in an upcoming issue. Perhaps you will produce the winning entry.

Share The Fun With Family And Friends

You can save only one scene at a time, but that doesn't mean you can't share your artwork and animation with family and friends. Mario Paint comes with complete instructions for video taping the display. Think about the possibilities!



Send a special, taped birthday greeting to a friend.

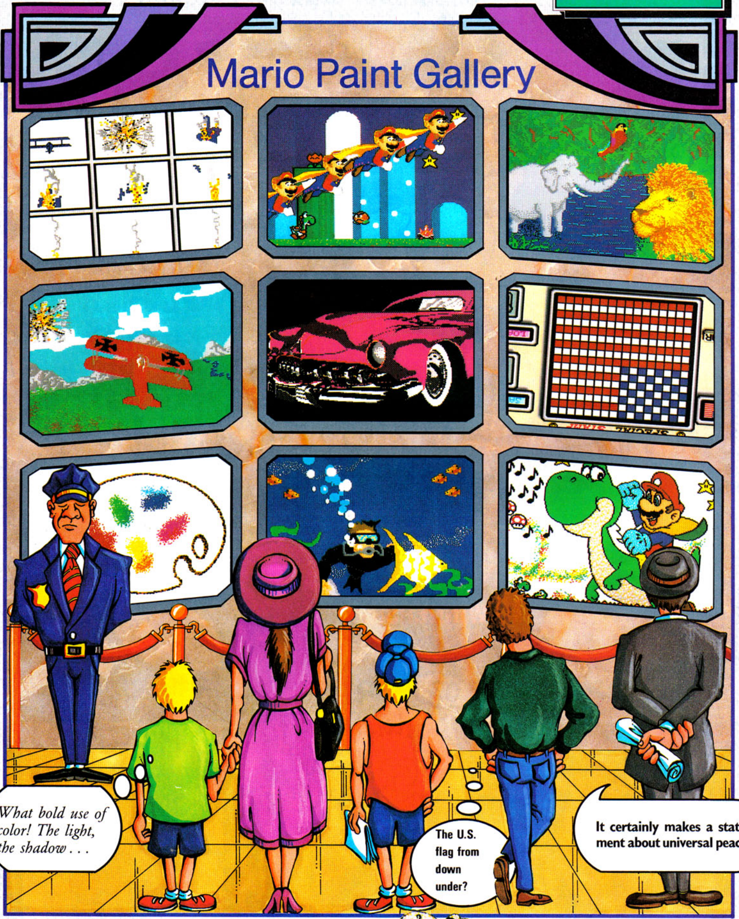


Use letters from one of the alphabets to write a message over one of your scenic backgrounds.

Hook your video tape recorder up to the Super NES to record artwork, messages or animated sequences. You are the artist, the director, even the cameraman for your own video production.

HAPPY BIRTHDAY!
MARIO PAINT

Of Mario Paint


Mario Paint Gallery
What bold use of color! The light, the shadow . . .
The U.S. flag from down under?
It certainly makes a statement about universal peace.

GRAND PRIZE:

CLOWN AROUND WITH

MATT GROENING

THE

- SPEND THE WE
- TAKE AN EXCLUSI
FOX STUDIOS, HO
- LUNCH AT THE
STARS DINE

AND

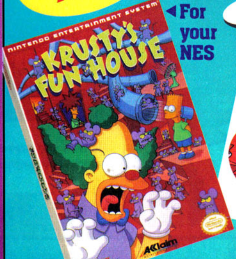
- Get a one-of
and signed

SECOND PRIZE:

10 WINNERS!

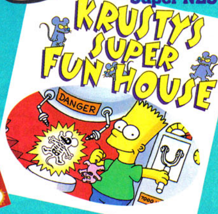
From Acclaim Entertainment, choose either

◀ For your NES


NINTENDO ENTERTAINMENT SYSTEM
KRUSTY'S FUN HOUSE
Acclaim

OR

▼ For your Super NES


KRUSTY'S SUPER FUN HOUSE
DANGER

THIRD PRIZE:

50 Winners!

NINTENDO POWER JERSEYS

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Did you receive the $5 redemption coupon Nintendo of America sent to qualified NES owners earlier this year?

1. Yes
2. No

B. If so, did you use it?

1. Yes
2. No

C. Would you like to see more coupons of this type?

1. Yes
2. No

D. For which of the following groups do you think Nintendo Power is best suited:

1. Players less experienced than you are
2. Players of your experience level
3. Players who are more experienced than you are
4. All players

E. At which age group do you think Nintendo Power is aimed:

1. Players younger than you are
2. Players about your age
3. Players older than you are
4. Players of all ages

F. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

G. Sex

1. Male
2. Female

Please use the game titles on the back of this card to answer the following questions.

H. Please indicate, in order of preference, your five favorite NES games.

I. Please indicate, in order of preference, your five favorite Game Boy games.

J. Please indicate, in order of preference, your five favorite Super NES games.

Answers to the Player's Poll - Volume 39

Name ____________________ Tel. ____________________

Address ____

City ______________ State ______________ Zip ______________

Membership No. ____________________ Age ____________________

Please answer by circling the numbers that correspond to the survey questions above.

A. 1 2

B. 1 2

C. 1 2

D. 1 2 3 4

E. 1 2 3 4

F. 1 2 3 4 5 6

G. 1 2

H. Indicate numbers 1-100 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

I. Indicate numbers 101-150 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

J. Indicate numbers 151-193 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

PLUS... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know you can get back issues of _Nintendo Power_? Or special Tip Books designed to make you a Power Animal? Well, you can! And the way to do it is on the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine,
P.O. Box 97032,
Redmond, WA 98073-9732.

NES Games

1. The Addams Family
2. Adventures of Lolo III
3. American Gladiators
4. Barbie
5. Baseball Stars
6. Bases Loaded II
7. Batman
8. Battletoads
9. Bill & Ted's Excellent Video Game Adventure
10. A Boy and His Blob
11. Captain America and the Avengers
12. Casino Kid 2
13. Castlevania II—Simon's Quest
14. Castlevania III—Dracula's Curse
15. Contra Force
16. Crystalis
17. Defenders of Dynatron City
18. Déjà Vu
19. Dick Tracy
20. Die Hard
21. Disney's Duck Tales
22. Disney's Rescue Rangers
23. Double Dragon II
24. Double Dragon III
25. Dragonstrike
26. Dragon Warrior
27. Dragon Warrior II
28. Dragon Warrior III
29. Dr. Mario
30. Eliminator Boat Duel
31. The Empire Strikes Back
32. F-15 Strike Eagle
33. Final Fantasy
34. The Flintstones
35. Gargoyle's Quest
36. G.I. Joe
37. Gold Medal Challenge
38. Golf Grand Slam
39. Gremlins 2
40. Kung Fu II
41. The Legend of Zelda
42. Lemmings
43. The Little Mermaid
44. Little Nemo the Dream Master
45. Maniac Mansion
46. Mega Man
47. Mega Man II
48. Mega Man III
49. Mega Man IV
50. MetalStorm
51. Metroid
52. Might and Magic
53. Monopoly
54. NES Open Tournament Golf
55. NES Play Action Football
56. Nightshade
57. Ninja Gaiden 2
58. Ninja Gaiden 3
59. Nobunaga's Ambition II
60. Panic Restaurant
61. Pirates
62. Power Blade
63. Batman: Return of the Joker
64. Robin Hood
65. The Rocketeer
66. Roger Clemens MVP Baseball
67. Romance of the Three Kingdoms II
68. S.C.A.T.
69. Shatterhand
70. The Simpsons: Bart vs. the Space Mutants
71. The Simpsons: Bart vs. the World
72. Smash TV
73. Snow Bros.
74. Space Shuttle Project
75. Stanley: The Search for Dr. Livingston
76. Star Trek
77. StarTropics
78. Star Wars
79. Super Off Road
80. Super Mario Bros.
81. Super Mario Bros. 2
82. Super Mario Bros. 3
83. Sword Master
84. T & C 2: Thrilla's Surfari
85. Tecmo Super Bowl
86. Teenage Mutant Ninja Turtles
87. Tetris
88. Terminator 2: Judgment Day
89. Tiny Toon Adventures
90. TMNT II: The Arcade Game
91. TMNT III
92. Tom & Jerry
93. Ultima: Quest of the Avatar
94. Ultima: Warriors of Destiny
95. Ultimate Air Combat
96. Vice: Project Doom
97. Where in the World is Carmen Sandiego?
98. Wizards & Warriors III: Kuros' Visions of Power
99. Wizardry
100. Zelda II—The Adventure of Link

Game Boy Games

101. The Addams Family
102. Adventure Island
103. Bases Loaded
104. Batman
105. Battletoads
106. Castlevania: The Adventure
107. Castlevania II: Belmont's Revenge
108. Choplifter II
109. Days of Thunder
110. Dick Tracy
111. Double Dragon II
112. Dr. Mario
113. Faceball 2000
114. Final Fantasy Adventure
115. Final Fantasy Legend
116. Final Fantasy Legend 2
117. F-1 Race
118. Gauntlet 2
119. Home Alone
120. The Hunt for Red October
121. Jeep Jamboree
122. Kid Icarus
123. Kirby's Dream Land
124. Lazlo's Leap
125. Marble Madness
126. Mega Man in Dr. Wily's Revenge
127. Metroid II: The Return of Samus
128. Monopoly
129. Ninja Gaiden Shadow
130. Operation C
131. Prince of Persia
132. RoboCop
133. The Simpsons: Escape From Camp Deadly
134. Spider-Man
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136. Star Wars
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138. Super RC Pro-Am
139. Sword of Hope
140. Tecmo Bowl
141. Terminator II: Judgment Day
142. TMNT: Back from the Sewers
143. TMNT: Fall of the Foot Clan
144. Top Gun: Guts and Glory
145. Turn and Burn
146. Ultima: The Runes of Virtue
147. Ultra Golf
148. Wave Race
149. Who Framed Roger Rabbit?
150. Wordtris

Super NES Games

151. The Addams Family
152. ActRaiser
153. Arcana
154. Bill Laimbeer's Combat Basketball
155. Castlevania IV
156. Drakkhen
157. Final Fantasy II
158. Final Fight
159. F-1 ROC
160. F-Zero
161. Gradius III
162. Hal's Hole-in-One Golf
163. John Madden's Football
164. Krusty's Fun House
165. The Legend of Zelda—A Link to the Past
166. Lemmings
167. Magic Sword
168. Mario Paint
169. NCAA Basketball
170. Nolan Ryan's Baseball
171. Pilotwings
172. Populous
173. R.P.M. Racing
174. SimCity
175. Smash T.V.
176. Street Fighter II
177. Super Adventure Island
178. Super Baseball Simulator 1.000
179. Super Bases Loaded
180. Super Bowling
181. Super Ghouls 'N Ghosts
182. Super Mario World
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SIMPSONS™

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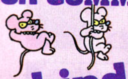

a-kind poster customized
by Simpson creator

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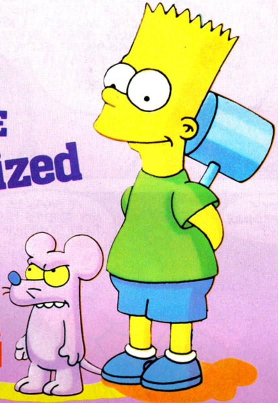

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One entry per person, please. All entries must be postmarked no later than September 1, 1992. We are not responsible for lost, stolen or misdirected mail.

On or about September 15, 1992, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after September 30, 1992, send your request to the address provided above.

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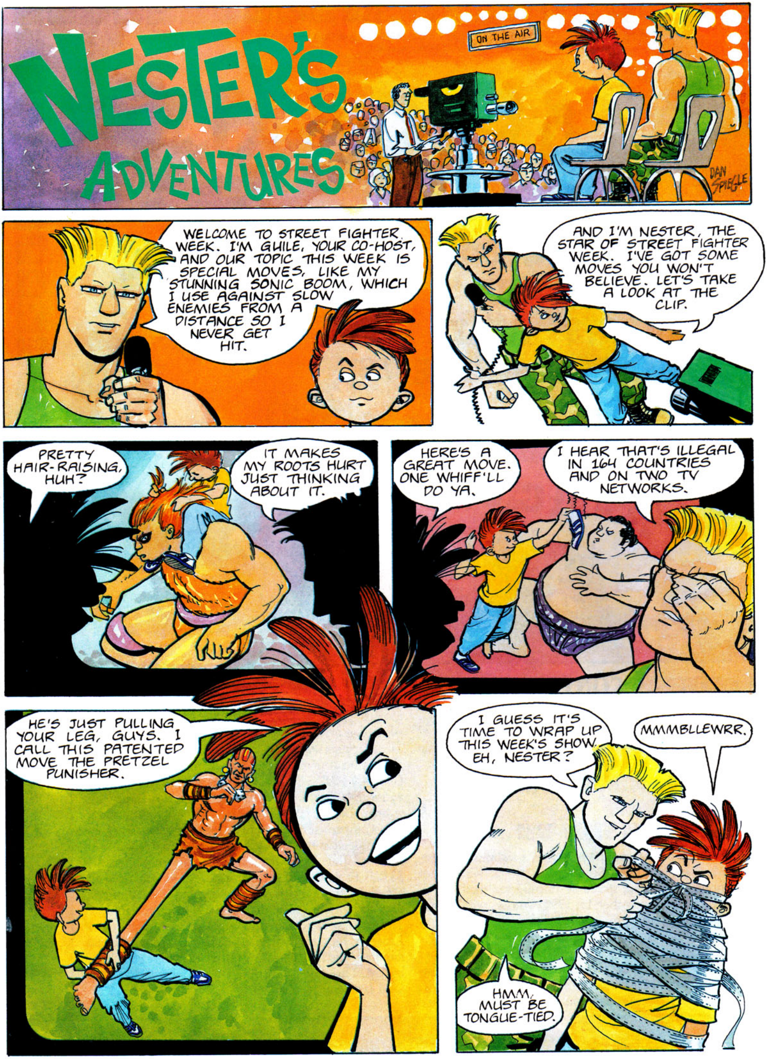
NESTER'S ADVENTURES
ON THE AIR
DAN SPIEGLE
WELCOME TO STREET FIGHTER WEEK. I'M GUILE, YOUR CO-HOST, AND OUR TOPIC THIS WEEK IS SPECIAL MOVES, LIKE MY STUNNING SONIC BOOM, WHICH I USE AGAINST SLOW ENEMIES FROM A DISTANCE SO I NEVER GET HIT.
AND I'M NESTER, THE STAR OF STREET FIGHTER WEEK. I'VE GOT SOME MOVES YOU WON'T BELIEVE. LET'S TAKE A LOOK AT THE CLIP.
PRETTY HAIR-RAISING, HUH?
IT MAKES MY ROOTS HURT JUST THINKING ABOUT IT.
HERE'S A GREAT MOVE. ONE WHIFF'LL DO YA.
I HEAR THAT'S ILLEGAL IN 164 COUNTRIES AND ON TWO TV NETWORKS.
HE'S JUST PULLING YOUR LEG, GUYS. I CALL THIS PATENTED MOVE THE PRETZEL PUNISHER.
I GUESS IT'S TIME TO WRAP UP THIS WEEK'S SHOW. EH, NESTER?
MMMBLLEWRR.
HMM, MUST BE TONGUE-TIED.

Power Players

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GEORGE & ROB'S

NOW PLAYING

AUGUST 1992

'GEORGIE-ANGELO'

TWO GUYS' OPINIONS ON THE LATEST RELEASES

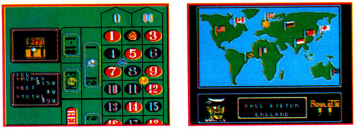
You'll find a lot of great games for all three systems in this month's list of new releases. Each game description is followed by comments from our resident critics.

CASINO KID 2

Visit ten international locations and try to break the bank in tournaments against the World's best gamblers. Black Jack, Roulette and Poker are the games. If you master them, you'll have a chance to compete against the mysterious leader.

GEORGE It doesn't have an incredibly deep story line, but this game does do well in presenting solid versions of Black Jack, Roulette and Poker.

ROB I think the characters are a lot of fun and the games are too! The key to victory is to win big in Roulette so that you have a large enough bankroll to win in the other games.



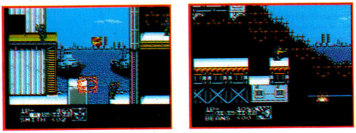
Casino Kid 2 pits you against the World's greatest gamblers.

CONTRA FORCE

Burns, Smith, Beans and Iron make up the Contra Force team. Join up with a friend and take these combat experts out into the field two at a time, or enlist help from a computer-controlled fighter. If one of your commandos is getting low on energy, you can send him back to the base and bring in a new fighter. You'll need the whole team in order to complete the five stages of this challenging mission.

GEORGE This game is quite a bit different from all of the other Contra titles. Not only are the graphics in a completely different style, but the fact that you can switch characters is also new. It's a nice change of pace for the Contra series.

ROB After playing the Contra III blast-fest for the Super NES, I'd say that Contra Force is indeed a change of pace. While this game is still non-stop combat, it's also probably more strategy-oriented than the other games.



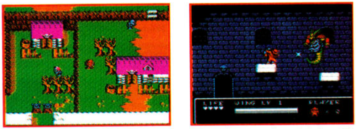
Take the Contra Force team through five exciting stages.

GARGOYLE'S QUEST II

Capcom's popular Game Boy adventure, Gargoyle's Quest, gets sequel treatment and a system change in Gargoyle's Quest II, a ghoulish game that combines the best elements of role playing and adventure games. The feisty, flame-spitting Firebrand sets off to unravel a mystery that has left his land without a king.

GEORGE The first Gargoyle's Quest was one of the most original and challenging games I've ever seen for Game Boy and that same originality holds true for this NES version.

ROB It may be a little too challenging for some players, but this is still an awesome game.



Firebrand is back and ready to blaze through another adventure in Gargoyle's Quest II.

ULTIMATE JOURNEY

A young warrior takes on the wilderness of the west in this five stage side-scroller. By opening chests that have been hidden throughout the land, he can collect items which will aid him in his mission to defeat the evil Wrathkon.

GEORGE This running and jumping game is pretty challenging, but it offers absolutely nothing new to the huge number of similar games that have been already released for the NES.

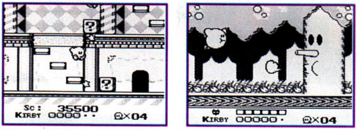
ROB Actually, if you told me that this game was made three years ago, I'd believe you. While it's a decent game, it's not new or different.

KIRBY'S DREAM LAND

Kirby is a cartoonish character who can fly, breathe in enemies and spit them out in a powerful gust. This five stage adventure follows Kirby as he floats through the forests, mazes and castles of Dream Land in an attempt to keep the baddies from taking over.

GEORGE Kirby has a very unique way of attacking his enemies. He consumes them and spits them back out at the other enemies. That, and the excellent play control, make Kirby's Dream Land a really fun game.

ROB Kirby is kind of marshmallowish, which could lead you to think that the game is geared toward only very young players. But it does offer plenty of challenges for more experienced players as well. I'd like to see an NES or Super NES version. Maybe Kirby could take on the Stay-Puff Marshmallow Man or the Pillsbury Dough Boy.



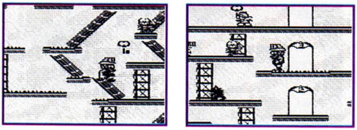
An unusual hero floats and puffs through Kirby's Dream Land.

MINER 2049ER

A spunky spelunker tries to walk over the complete area of an enemy-filled mine while seeking out precious treasures. Gems and keys in the mine make enemies easy to beat for a short time.

GEORGE This is a frustrating game. Whenever you jump just a little too far and go over the edge or make one false move, the miner is eliminated and you've got to start from the beginning of the cave.

ROB It's not a bad idea, but I found the game to be poorly executed in the areas of play control, graphics and sound.



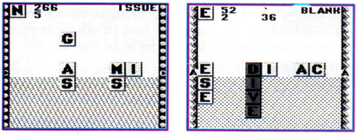
A miner searches for hidden treasure and avoids creepy enemies in Miner 2049er.

WORDTRIS

The influential puzzler Tetris has inspired yet another creative game. This time, the falling blocks are decorated with letters. The object is to line up the letters, horizontally or vertically, so that they spell words.

GEORGE This game is fun, but I think the novelty may wear out quickly unless someone really buys into the concept.

ROB I like the idea a lot! And it's well done. If you're not already tired of Tetris-like games, you should give this one a try.



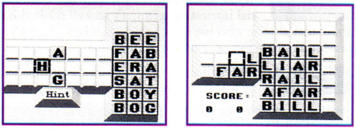
Wordtris is made for people who can think, and spell, on the run.

WORDZAP

Scrabble and Boggle fans should like this fast paced spelling game with several variations. The goal is to spell words from a collection of lettered tiles. You can Game Link with a friend or take on a computer controlled opponent.

GEORGE This is a great puzzler for one or two players; very exciting and fast paced.

ROB Wordzap adds a new twist on Scrabble like games by making it a one-on-one, real-time competition. That's fun. I also like the large number of variations in the game.



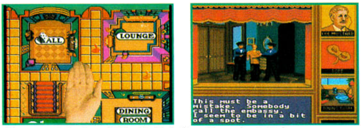
Wordzap offers a variety of challenging spelling games.

CLUE

The detailed graphics made possible by the Super NES help bring the classic board game, Clue, to life. As many as six players can participate in this popular whodunit. Animated scenes of possible solutions to the crime add a fun and amusing flair to the game.

GEORGE While the video game version of Clue isn't a lot different from the board game, I do like the animated scenes and the fact that you can play without rounding up other players.

ROB I don't quite understand why this game was produced for the Super NES, since enhanced graphics don't seem completely necessary for a game like Clue. But it's flawless for what it is.



This must be a mistake. Somebody call the embassy. I seem to be in a bit of a spot.

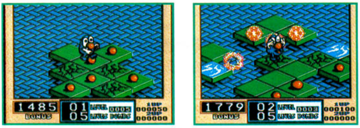
Clue comes to the Super NES with detailed graphics and animated scenes.

KABLOOEY

Bombs and breakaway tiles populate a collection of 130 islands in this tough puzzler. It's your job to set off all of the bombs without ending up in the drink. It's not as easy as it looks.

GEORGE Graphics are the strongest feature of this game. I found the character to be frustratingly to control and many of the puzzles to be way too difficult.

ROB I like the name of the game and I think that more game names should be sound effects. There's not much else that I could say in it's favor.



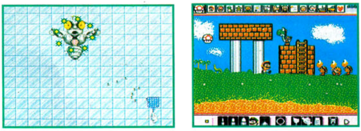
Bombs are set to destroy a collection of islands in Kablooey.

MARIO PAINT

Amateur artists and professional painters will both get a kick out of this versatile drawing, animating and music composing program. Included in the package is the new Super NES Mouse which allows for free flowing motion.

GEORGE While Mario Paint might seem like a real special interest program, it's so well made that I think that anyone who has even a remote interest in creating drawings, animation or music will really like it.

ROB I think that this program is really cool and will be a blast for people of any age.



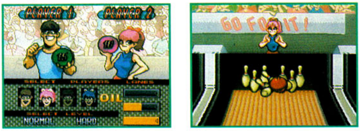
Test your artistic skills or swat bionic flies using the Mouse in Mario Paint.

SUPER BOWLING

Up to four players can roll the ball down the lanes in the first bowling game for the Super NES. Success requires both skill and luck, just like the real game.

GEORGE Like the bowling games that have been produced for the NES and Game Boy, I think that this game has more to do with stopping a little meter at a specific time than the actual game of Bowling.

ROB The cool graphics and fantastic sound of this Bowling game make it a notch better than any other game of its type that I've seen.



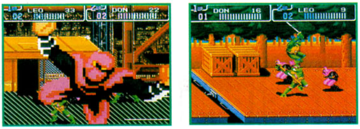
Fun graphics and realistic sound are the highlights of Super Bowling.

T.M.N.T. IV: TURTLES IN TIME

The Turtles are rocking through their latest arcade smash on the Super NES. This two-player adventure features ten stages of Foot Clan fighting action in a variety of historical settings. It's up to you to guide this furious foursome to victory over their enemies.

GEORGE I gave the last T.M.N.T. game low marks because of its sameness to other Turtle games in the area of plot. This fourth installment goes beyond the standard Turtle formula with the time travel idea, so I'd have to say that it's pretty cool.

ROB I like the graphics and the story, but the play control is a little difficult, especially when you've got to throw Foot Clan fighters toward the screen in order to take out enemies in the foreground.



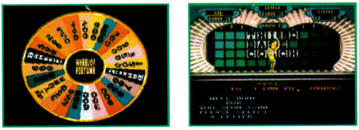
Raph, Don, Mike and Leo travel through time and toss nasty ninjas in their latest adventure.

WHEEL OF FORTUNE

A digitized Vanna White presides over the Super NES version of this long standing game show and NES favorite. It follows the show to a T, right down to the bonus round for big video prizes at the end. Up to three players can participate.

GEORGE This is the next best thing to being an actual contestant on the show.

ROB I was expecting better graphics. You've got this great picture of Vanna at the very beginning of the game. Then, when the letter-turning action starts, she's like a knock-kneed woman in platform shoes looking no more like Vanna than my high school principal.



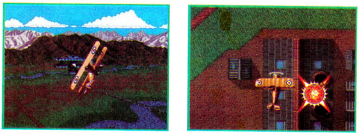
The Wheel of Fortune spins on the Super NES.

WINGS 2: ACES HIGH

Guide a group of six flying aces through various solo missions in this World War I flight simulator. Dogfights, strafing runs and bombing raids are all part of the program.

GEORGE This game is great, but I'd like it more if you could turn around on strafing and bombing runs.

ROB I like the fact that this is a World War I game. The graphics are cool and the dogfighting missions are really exciting, though it would be nice to have a rear view in order to see pursuing airplanes.


World War I flying aces make daring maneuvers in Wings 2: Aces High.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Casino Kid 2	Sofel	1P/PASS	2.9	3.5	3.1	3.3	Game of Chance
Contra Force	Konami	2P-S	3.1	3.4	3.3	3.0	Combat Action
Gargoyle's Quest II	Capcom	1P/PASS	3.3	3.5	3.4	3.5	Monster Adv.
Hillsfar	FCI	1P/BATT	2.7	2.4	3.0	3.2	Role Playing
The Legend of the Ghost Lion	Kemco	1P/BATT	2.7	3.0	3.2	3.1	Role Playing
Ultimate Journey	Bandai	1P	2.5	2.8	2.5	2.5	Western Action

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Kirby's Dream Land	Nintendo	1P	3.0	3.7	3.6	4.0	Comic Action
Lazlo's Leap	DTMC	1P/BATT	2.9	3.1	3.3	3.0	Puzzle Action
Miner 2049er	Mindscape	2P-A	2.6	2.8	2.4	2.4	Action
Wordtris	Spect. Holo.	2P-S	3.0	3.0	3.3	3.5	Puzzle Action
Wordzap	Jaleco	2P-S	2.9	3.2	3.4	3.4	Puzzle Action

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Clue	Parker Bros.	6P-A	3.3	3.2	3.3	3.4	Board Game
Kablooey	Kemco	2P-A/PASS	2.9	2.8	2.8	2.8	Puzzle Action
Mario Paint	Nintendo	1P/BATT	3.8	3.9	4.0	4.0	Art/Animation
Super Bowling	Am. Technos	4P-A	3.3	3.6	3.6	3.3	Bowling
T.M.N.T. IV: Turtles in Time	Konami	2P-S	4.2	4.0	4.0	3.8	Comic Action
Wheel of Fortune	GameTek	3P-A	2.8	3.1	2.6	2.9	Game Show
Wings 2: Aces High	Namco	1P/PASS	3.3	3.2	3.6	3.8	Flight Combat

CHART KEY

You can get the most out of our game chart by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

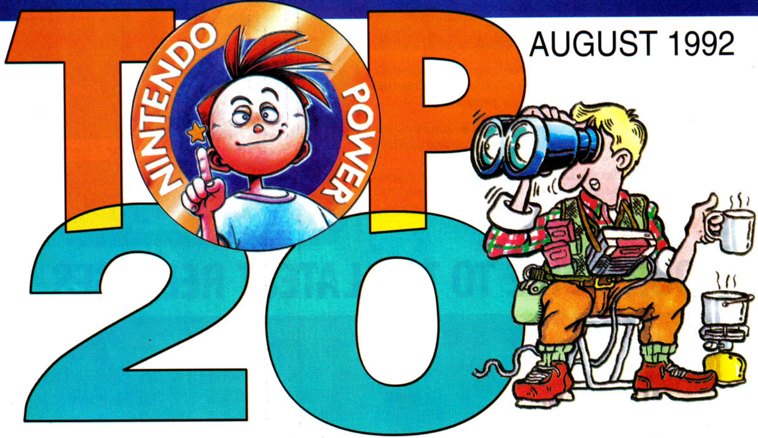
Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYERS SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN



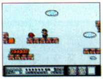
AUGUST 1992

A Link to the Past finally kicked in at the Dealer level and sold more copies than any other Super NES game that has come before it. 32,059 points! No, it's not a misprint. It's not really surprising, though—the game seriously rocks. It was only a matter of time.

NES

1 9,381 POINTS
34 MONTHS

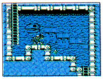
SUPER MARIO BROS. 3



What more can you say about the game as it approaches its third anniversary on the charts. Simply put—it rules!

2 7,073 POINTS
7 MONTHS

MEGA MAN IV



After 7 months on the charts, Mega Man has blasted up to #2. Can he overcome his next challenge—the Mario Bros.?

3 5,777 POINTS
6 MONTHS

TECMO SUPER BOWL

Impressive at #3, the eagerly awaited follow-up to Tecmo Bowl is not letting any video quarterbacks down.

4 5,746 POINTS

THE LEGEND OF ZELDA

This game has been on the hit list since we started ranking the top games. A truly amazing feat!

5 5,343 POINTS

BATTLETOADS

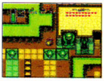
Losing a bit of ground this month is no big deal for the Toads. They'll be hopping right back.

6	4,968 POINTS	TMNT III: THE MANHATTAN PROJECT
7	4,945 POINTS	FINAL FANTASY
8	4,023 POINTS	TETRIS
9	3,735 POINTS	MEGA MAN
10	3,472 POINTS	MEGA MAN III
11	3,268 POINTS	TINY TOON ADVENTURES
12	3,251 POINTS	SUPER MARIO BROS. 2
13	3,216 POINTS	DRAGON WARRIOR III
14	3,089 POINTS	METROID
15	2,864 POINTS	DR. MARIO
16	2,753 POINTS	PAPERBOY
17	2,587 POINTS	ZELDA II: THE ADVENTURE OF LINK
18	2,459 POINTS	THE SIMPSONS: BART VS. THE WORLD
19	2,432 POINTS	TMNT II: THE ARCADE GAME
20	2,393 POINTS	TEENAGE MUTANT NINJA TURTLES

SUPER NES

1 32,059 POINTS 8 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST



What we had anticipated since we first heard about this game has happened. Prepare for a long stay at #1, Link.

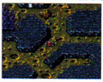
2 8,752 POINTS 8 MONTHS

SUPER MARIO WORLD

The Mario Bros. have graciously given up their #1 spot in the Super NES category but remain very strong at #2.

3 7,149 POINTS 8 MONTHS

FINAL FANTASY II



The FF II crew must have taken a flight in their ship because they cruised right into the #3 slot this month.

4 6,474 POINTS

F-ZERO

There's no denying a great game. F-Zero players keep coming back for more intense racing action.

5 5,509 POINTS

SUPER WWF WRESTLEMANIA

Ouch! After an impressive move last month, the WWF gang gets slammed down to the 5th position.

6	5,265 POINTS	SUPER CASTLEVANIA IV
7	4,675 POINTS	CONTRA III: THE ALIEN WARS
8	4,038 POINTS	SIMCITY
9	4,005 POINTS	FINAL FIGHT
10	2,924 POINTS	ACTRAISER
11	2,882 POINTS	STREET FIGHTER II: THE WORLD WARRIOR
12	2,803 POINTS	LEMMINGS
13	2,798 POINTS	SUPER GHOULS 'N GHOSTS
14	2,752 POINTS	THE ADDAMS FAMILY
15	2,743 POINTS	PILOTWINGS
16	2,240 POINTS	JOE & MAC
17	2,027 POINTS	U.N. SQUADRON
18	1,893 POINTS	SUPER ADVENTURE ISLAND
19	1,696 POINTS	SUPER OFF ROAD
20	1,679 POINTS	SUPER SMASH T.V.

GAME BOY

1 9,622 POINTS 23 MONTHS

SUPER MARIO LAND

Mario is still holding off the charge of Samus. These two will probably battle it out for a long time to come.

2 8,914 POINTS 8 MONTHS

METROID II: RETURN OF SAMUS

She blasted into the #1 spot for a short time before, but can Samus find the ammunition she needs to do it again?

3 6,017 POINTS 9 MONTHS

BATTLETOADS

The Battletoads remain firmly planted at #3. We think they're stretching their frog legs to make a big jump.

4 4,382 POINTS

FINAL FANTASY ADVENTURE

Game Boy role-playing crazies give a big "thumbs up" to Final Fantasy Adventure this month.

5 3,819 POINTS

THE SIMPSONS: ESCAPE FROM CAMP DEADLY

Moving up one spot from last month, the Simpsons can't escape from the hands of eager players.

6	3,804 POINTS	DR. MARIO
7	3,605 POINTS	MEGA MAN IN DR. WILY'S REVENGE
8	3,329 POINTS	TMNT II: BACK FROM THE SEWERS
9	3,061 POINTS	TMNT: FALL OF THE FOOT CLAN
10	2,948 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
11	2,617 POINTS	FINAL FANTASY LEGEND II
12	2,602 POINTS	TERMINATOR 2: JUDGMENT DAY
13	2,520 POINTS	FINAL FANTASY LEGEND
14	2,157 POINTS	PRINCE OF PERSIA
15	2,021 POINTS	FACEBALL 2000
16	1,887 POINTS	OPERATION C
17	1,788 POINTS	SUPER R.C. PRO-AM
18	1,706 POINTS	HOME ALONE
19	1,694 POINTS	MEGA MAN II
20	1,559 POINTS	THE ADDAMS FAMILY

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE SUPER NES GAMES?

PLAYER'S PICKS

Jason Merritt
Hastings, MN

The Addams Family
Final Fight
Super Off Road
WWF Super WrestleMania
Super Bases Loaded

PLAYER'S PICKS

Adrian Fong
Homestead, FL

Zelda - A Link to the Past
Super Castlevania IV
Super Mario World
F-Zero
Drakkhen

PLAYER'S PICKS

Turner Arrington
Lynchburg, VA

SimCity
Super Castlevania IV
PilotWings
ActRaiser
Zelda - A Link to the Past

PLAYER'S PICKS

Steve Hsu
Henderson, NV

Zelda - A Link to the Past
PilotWings
John Madden Football
Final Fight
Final Fantasy II

PLAYER'S PICKS

Daniel Provencio
Moore, OK

Zelda - A Link to the Past
Final Fantasy II
F-Zero
Super Castlevania IV
Super Mario World

PLAYER'S PICKS

Jason Leake
Iola, KS

Super Castlevania IV
Zelda - A Link to the Past
Super Baseball Simulator 1.000
Super Mario World
WWF Super WrestleMania

PLAYER'S PICKS PLAYER'S PICKS PLAYER'S PICKS

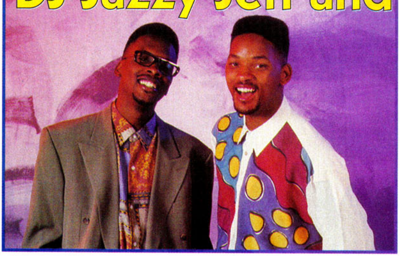
TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 NES Sports games. Cast a vote for your favorites in the Player's Poll this month.

Top 5 NES Sports games: Player's Picks for August 1992

1. Tecmo Super Bowl
2. Baseball Stars
3. Super Off Road
4. Bases Loaded 2
5. NES Play Action Football

DJ Jazzy Jeff and The Fresh Prince



Rappers DJ Jazzy Jeff and The Fresh Prince (Will Smith) have their roots in Philadelphia, but they've become a bona fide hit coast to coast, this year taking home both Grammy and American Music awards. And—as if that's not enough—they also have a hit T.V. sitcom in The Fresh Prince of Bel Air. How do they manage both? According to Jeff, "My main focus is music, and Will's main focus is television. When it's time for me to do the show, Will pulls me into the T.V. mode. When it's time to do music, I kind of pull him into music mode." When we hooked up with them recently, we pulled them into the video game mode.

Celebrity Player Profile

NP: How did you like the new games we sent you?

Will: I liked them all, but I definitely liked The Legend of Zelda — A Link to the Past best.

Jeff: My favorite was NCAA Basketball. It's the best basketball game I've ever played in my life—it's even better than actually playing myself.

NP: That game uses a special technique, called Mode 7, that creates a rotation effect.

Jeff: Yeah, it was great. You get the view from like a camera, so it's like watching a game that's really on T.V. And I really liked its authentic sound. When the ball hits the rim, it sounds like they actually sampled it right from a basketball game. The slam dunk sound is real, too—when you get slammed on, you feel real embarrassed.

NP: Did you play NCAA Basketball, Will?

Will: I tried it for a little bit, but as soon as I put the Link game in...

Jeff: Yeah, you couldn't take it out. It's like me with the basketball game.

NP: How far did you get, Will?

Will: I've found the two Pendants. I need to find one more before I can get the Master Sword.

Jeff: He needs help—I called him and he didn't hear a word I said on the phone. I could hear him in the background collecting coins or something.

NP: When you travel and have to leave those games behind, do you take Game Boy with you?

Jeff: Always. Plane, tour bus...

Will: Game Boy is definitely the tour bus pastime.

Jeff: We also have an NES hooked up, but when we go to bed and get in our bunks, everybody has a Game Boy—all you hear is da-ding!

NP: Are you familiar with the Miracle Piano Teaching System, with the keyboard?

Jeff: I have one. I haven't played it a lot, but when I tried it I was about ten seconds from being addicted. I had to put it on hold until I have some free time. I saw a brochure about it last year, and I'm thinking, "This keyboard is going to teach you to play the piano?" And I was, like, "No, get outta here." But when I saw a commercial on T.V. about a kid who played a recital after one month, that was it. I had to get one.

NP: If you could design your own game, what would it be like?

Jeff: I like games that show complete stats at the end. That's one of the reasons I like NCAA Basketball. It shows how many points your player scored. You can set personal goals for yourself and try to beat them.

NP: How about you, Will?

Will: It would probably be along the lines of a Zelda game, the kind of game that you can go back and play again and again—it's not just one time and the game is over. I like the ones that make you figure out what to do next.

NP: In the Fresh Prince of Bel Air show and in your music, the two of you have great chemistry. How long have you known each other?

Jeff: About ten years.

NP: And how did you meet?

Will: Well...

Jeff: Shut up, Will! See, Will always tells people that when he met me, I was a Go-Go dancer. He says he saved me from my former profession. When people ask, he jumps in really quick with, "When I met Jeff, he was Go-Go dancing." That's not true. I just wanted to state that for the record. Really, we met at a party. I was deejaying and Will got on the mike and started rapping. That was it. I took him home and said, "Mom, here's my brother. And he won't mess on the floor."

NP: Will, we saw that you appeared as part of the Stay in School program at last year's NBA All-Star weekend. Is education a priority of yours?

Will: It's something I've had a revelation about. Since graduation I can see how friends who were lucky enough to have the opportunity to go to college have developed differently than I have. Education is something that has always been important to me.

NP: What do you think our readers can learn from playing video games?

Will: It's important for them to notice the amount of time they put in playing Nintendo games. When they see how quickly they get better at the game they're playing, they should realize that it's that way with anything else they try. If they put in just as much time on algebra, they'd be just as good at it.

Judging from their success, Will and Jeff must be putting plenty of time in on their two careers as they somehow manage to find time to fit fun in, too. Look for a special Player's Poll Contest featuring DJ Jazzy Jeff and the Fresh Prince next month!

NINTENDO POWER

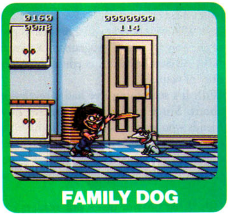
PAK WATCH

A LOOK INTO THE GAMES OF THE FUTURE

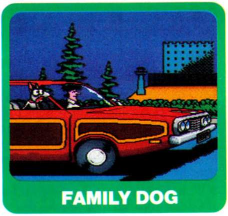
UNDER CONSTRUCTION

THE T.HQ FAMILY

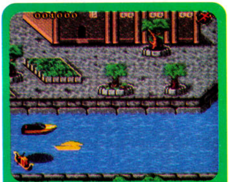
Pak Watch has been following the progress of T.HQ's Family Dog for the Super NES over the past several months. What started out as a cute idea has been turning into an ever-more impressive interactive cartoon with every new version. The animation in this game really stands out. The dog wags, barks, jumps, runs, slides, pants and expresses itself like a real Rover whenever something happens . . . and, of course, you get to play the part of the dog. James Bond Jr. for the Super NES is based on the cartoon, and it's also looking better and better. James' missions include both running stages and vehicle stages. His jet shoes are totally cool, plus he gets to use other weapons, if he can find them. Rocky & Bullwinkle for the Super NES, still in early development, includes the entire Bullwinkle cast.



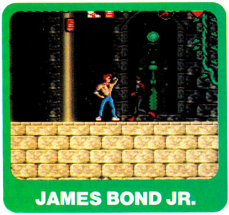
FAMILY DOG



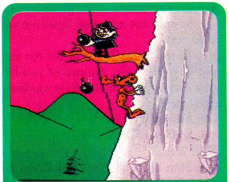
FAMILY DOG



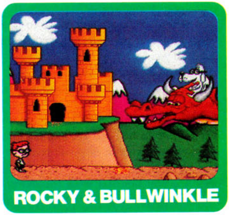
JAMES BOND JR.



JAMES BOND JR.



ROCKY & BULLWINKLE

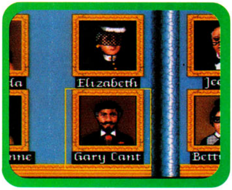


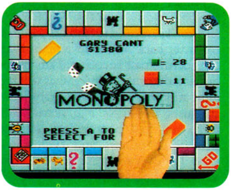
ROCKY & BULLWINKLE

MONOPOLY

PARKER BROS.

The world famous board game of real estate wheeling and dealing by Parker Bros. is coming to the Super NES this Fall. The game plays just like the board game with dice rolls and collecting $200 for passing GO, etc... The animation of Uncle Pennybags and the tokens in this new version add fun while the computer handles all the bookkeeping and auctioning, giving you more time to plot hostile takeovers against real or computer generated opponents.

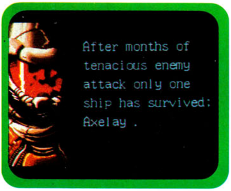




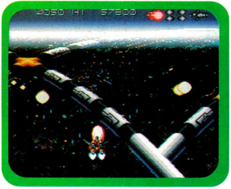
AXELAY

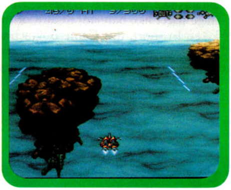
KONAMI

Konami's latest sci-fi/shooter appeared on the Pak Watch desk with little fanfare, but soon earned its share of attention. The action here takes place in both vertical and horizontal scrolling scenes. Your weapons systems can be changed rapidly, and that's critical, because the enemy forces are attacking from every angle. The action is quick and the graphics are good. Space jockeys and fans of Gradius-type games should find Axelay a solid challenge.



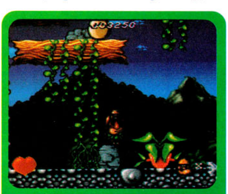
After months of
tenacious enemy
attack only one
ship has survived:
Axelay .



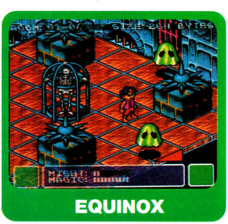


SONY ROCKS

Sony Imagesoft is the latest company to promote the current caveman craze in action games with its Chuck Rock for the Super NES. The action character, Chuck Rock, uses his belly to bounce baddies–probably the most unusual battle strategy since Kabuki Qauntum Fighter's ponytail whip. The game was obviously designed for craziness and fun, though, and the early version reviewed seemed big on both. Sony also sent a developmental copy of Equinox, the Super NES sequel to Solstice. Each room in this puzzle adventure holds traps. The graphics look good too. With eight dungeons, multiple rooms in each, and an overworld map that rotates using mode 7, Equinox looks big. Finally, the soundtrack is one of the best this reviewer has heard. Play this one in stereo.



CHUCK ROCK



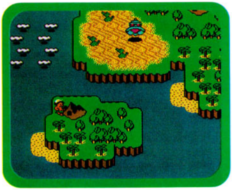
EQUINOX

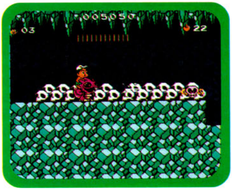
BLAST OFF

ADVENTURE ISLAND III

HUDSON SOFT

Master Higgins is back for a wild time in paradise. Your Pak Watch reporter wasn't surprised to find this Hudson character back on the reviewer's block considering past successes. Fans of the earlier Adventure Island games will feel right at home. Higgins still grabs items and uses fun tools like skateboards, surfboards and boomerangs. He can also ride monsters and find bonus areas. The overworld map leads to more adventure stages than ever.



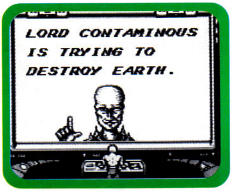


UNDER CONSTRUCTION

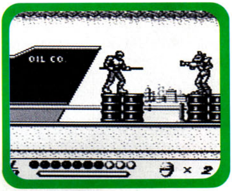
ZEN: INTERGALACTIC NINJA

KONAMI

Zen: Intergalactic Ninja from Konami has an environmental theme like Toxic Crusaders, a skilled ninja hero like Ninja Gaiden, dastardly villains like the T.M.N.T. games, and a stage select like Batman: Return of the Joker. In short, this Game Boy action adventure with cinema scenes has covered all the bases. Excellent control, ninja magic and cool moves make it even more impressive. Zen should appear early next year.



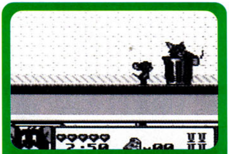
LORD CONTAMINOUS IS TRYING TO DESTROY EARTH.



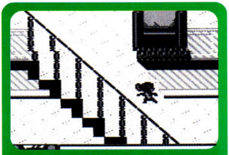
BRIGHT IDEA!

THE HI-TECH EXPRESS

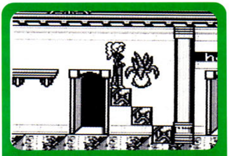
The programmers at Hi-Tech recently sent Pak Watch a couple of very promising Game Boy games in development. Tom & Jerry features the cartoon cat and mouse in a race against time. Jerry has to make it past domestic obstacles like stairs, stoves and, of course, Tom. The graphics look super and the control is excellent. Although the crucial skill is your jumping and dodging ability, the stages are also set like mazes with lots of dead ends and traps. Barbie also looks and plays like a winner, although our early version was a bit slow. The popular doll comes to video life and evades mall monsters and collects Power-ups. Along the way, she might win new clothes and a new hairdo. On the Mermaid stage, Barbie has her fins full with a shark, and you'd better watch out for killer straws in the Soda Fountain stage. There are also matching bonus games between stages. All in all, Barbie combines solid action with lots of variety.



TOM AND JERRY



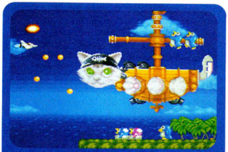
TOM AND JERRY

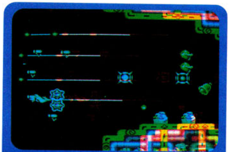


BARBIE

JAPAN WATCH

Because of the anticipated release of Dragon Warrior V, many Japanese companies have been holding back their new games. Here are a few games that will soon be released. Rock Man V, known as Mega Man here in the U.S., will soon be released for the Family Computer, or Famicom, and this time the boss characters were designed by players. The players sent in their favorite boss ideas to Capcom, which then selected the best and programmed them into the game. All the winners get their names included in the credits of the game. On the Super Famicom, Japanese players are looking forward to Parodius, a quirky sequel to Gradius with an emphasis on funny enemies and weapons. Even the name, Parodius is taken from the word "parody," which means to poke light-hearted fun at something.

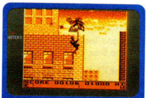

PARODIUS

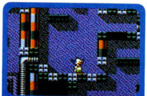

PARODIUS

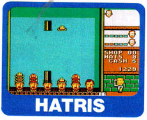
GOSSIP GALORE

The Super NES has been capturing a lot of headlines recently with the success of great games like Zelda—A Link To The Past and Street Fighter II, but the NES and Game Boy continue to attract top titles. Acclaim continues to produce quality games for all three systems almost as fast as we can write down their names. The new version of Spider-Man 2 is shown below along with the NES version of Krusty's Fun House. Roger Clemens MVP Baseball and George Foreman's KO Boxing for Game Boy also look hot. Also in the news for the NES is Tower of Radia, Tecmo's first RPG, unless you count Tecmo Cup—the world's first and only RPG soccer game. The first NES game to jump onto the Rollerblade bandwagon is under development at Hi-Tech Expressions.

While we're on the subject of cool sports, IGS is coming out with World Ice Hockey for Game Boy, Capcom ventures into new territory with its Super NES license for NFL Football and Namco will soon release Super Batter Up. EA is still planning to release Bulls vs. Blazers for the Super NES, so keep your eyes peeled for this long awaited title. Tecmo is also entering the basketball arena with a Super NES hoop game. Although your Pak Watcher saw an early version of this game last winter, Tecmo's NBA Basketball is almost ready for action. On the adventure front, Square Soft showed this Pak Watcher an early version of Mystical Quest. The Super NES game emphasizes Zelda-type searching and puzzles with RPG battles and features a wonderful cast of imaginative monsters. One game completely lacking in monsters is Hatris, from Bulletproof Software, which should be out any time. The creators of Tetris have made a wonderfully whimsical puzzle in which you stack combinations of falling hats on caricatures of themselves. Be sure to check out the CES review in this issue for even more news on future games.


SPIDER-MAN 2


KRUSTY'S FUN HOUSE



HATRIS

FUTURE GAMES FOR THE

NES

- Ace Harding: Lost In Las Vegas
- Adventure Island III
- Danny Sullivan's Indy Heat
- Dragon Warrior IV
- Felix The Cat
- Krusty's Fun House
- Rocky

SUPER NES

- Axelay
- Bart's Nightmare
- Chuck Rock
- DinoCity
- The Duel: Test Drive II
- Equinox
- Family Dog
- The Irem Skins Game
- James Bond Jr.
- Monopoly
- Out of This World
- The Rocketeer
- Rocky & Bullwinkle
- Super Double Dragon
- Super Faceball
- Super Mario Kart
- Super Play Action Football
- Super Star Wars
- Ultrabots: Sanction Earth

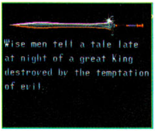
GAME BOY

- Ariel (The Little Mermaid)
- Barbie
- Lunar Chase
- M.C. Kids
- Super Mario Land 2
- Tom and Jerry

NEXT ISSUE
COMING NEXT MONTH IN VOLUME 40

SOUL BLAZER

Layers of monsters prevent towns from growing and society from thriving in Soul Blazer, an intriguing new adventure for the Super NES. Check it out in next month's review.


Wise men tell a tale late at night of a great King destroyed by the temptation of evil.

LEV 1 EXP
PLAYER
5 GEM

LEV 1 EXP
PLAYER
39 GEM

HUDSON'S
ADVENTURE ISLAND III

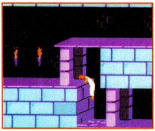
Master Higgins is at it again! Hudson Soft is sending their island hero on this third NES mission. Guide him through Bottomless Pits, Ice Caves, the Lost Woods and The Abyss.

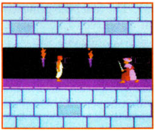
029250
01
75

PRINCE OF PERSIA

Take a trip back to exotic Persia in the NES version starring the smitten prince in search of his kidnapped princess. Ghosts, Guards and Traps await the intrepid swordsman.

PRINCE of PERSIA

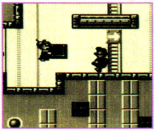


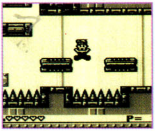


THE JETSONS: ROBOT PANIC

Meet George Jetson...and Jane his wife. In fact, meet the whole jet set next month. There's no jet lag when the robots go berserk—the Jetsons fly into supersonic action.

GEORGE, THE ROBOTS HAVE GONE BERSERK AND





BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.
Volume 29 (Oct. '91): Star Trek, F-Zero, Metroid, Shatterhand, Roger Clemens MVP Baseball.
Volume 30 (Nov. '91): Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego?, Flintstones, Ultimate Air Combat.
Volume 31 (Dec. '91): Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).
Volume 32 (Jan. '92): Mega Man IV, Monster In My Pocket, Tecmo Super Bowl.
Volume 33 (Feb. '92): TMNT III: The Manhattan Project, The Simpsons: Bart vs. The World, Rampart, GI Joe: The Atlantis Factor.
Volume 34 (Mar. '92): The Empire Strikes Back, Terminator 2, Nightshade, McKids, Lemmings, Zelda: A Link To The Past.
Volume 35 (Apr. '92): Captain America & The Avengers, T&C 2: Thrilla's Surfari, Yoshi.
Volume 36 (May '92): Darkwing Duck, Wacky Races, RoboCop 3, Work Boy, Super Adventure Island, Contra III, Xardion, Super Soccer.
Volume 37 (June '92): Lemmings (NES), Dragonstrike, Stanley: Search for Dr. Livingston, Arcana, Krusty's Fun House, Top Gear, F1 ROC.
Volume 38 (July '92): Panic Restaurant, Gold Medal Challenge, Might & Magic, Toxic Crusaders, Street Fighter II, NCAA Basketball.

Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or Mastercard.

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Issues from our first two years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-Simon's Quest
Zelda II-The Adventures of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First-Year Set.

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Dragon Warrior
Super Mario Bros. 3
Tetris
Final Fantasy

Five of the most popular NES games of all time are featured in Volumes 7 through 12.

3RD YEAR SET NOW AVAILABLE!

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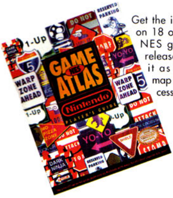
Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information. If you like these games and want to know every single detail about them—these Strategy Guides are definitely the way to go!

STRATEGY GUIDES:
Super Mario Bros. 3
Ninja Gaiden II
Final Fantasy
4-Player Extra

TIP BOOKS:
The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

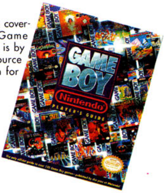
Use the Back Issue/Tip Book Order Form in this issue to order Tip Books and Strategy Guides, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or Mastercard.

PLAYER'S GUIDES



GAME ATLAS
Nintendo
PLAYER'S GUIDE

Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!

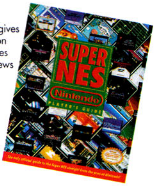


GAME BOY
Nintendo
PLAYER'S GUIDE

Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.

MARIO MANIA
Nintendo
PLAYER'S GUIDE

THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.



SUPER NES
Nintendo
PLAYER'S GUIDE

This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

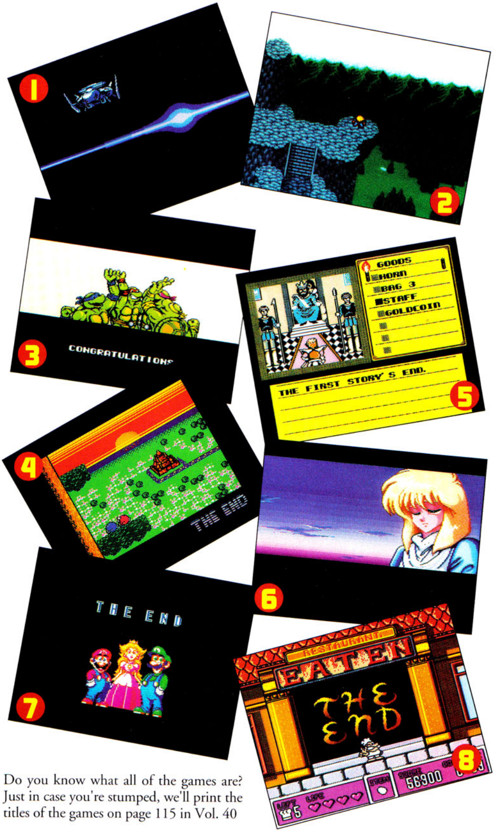
THE LEGEND OF ZELDA
Nintendo
PLAYER'S GUIDE

A spectacular game deserves a spectacular guide book. This Player's Guide delivers. It includes everything you would ever want to know about A Link to the Past. It's required reading for all Zelda adventurers.

THE END

ANOTHER NINTENDO POWER CHALLENGE

So you think you're a Power Player? How many games have you finished, anyway? If you're an avid player you should be familiar with most of the photos on this page. Maybe not. See if you can tell what games these endings belong to. And while we're at it ... keep sending us photos of the endings of games which you've completed. You just might see your name in our Power Players column.



1
2
3
CONGRATULATIONS
GOODS
HORN
BAG 3
STAFF
GOLDCOIN
THE FIRST STORY'S END.
5
4
THE END
6
THE END
7
RESTAURANT
EATEN
THE END
LEFT 5
LIFE
ITEM
SCORE 56900
8

Do you know what all of the games are? Just in case you're stumped, we'll print the titles of the games on page 115 in Vol. 40

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